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No. 91
DECEMBER '96
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N64 MANIA!

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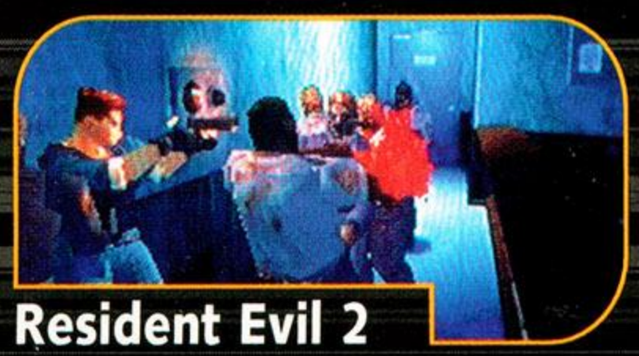
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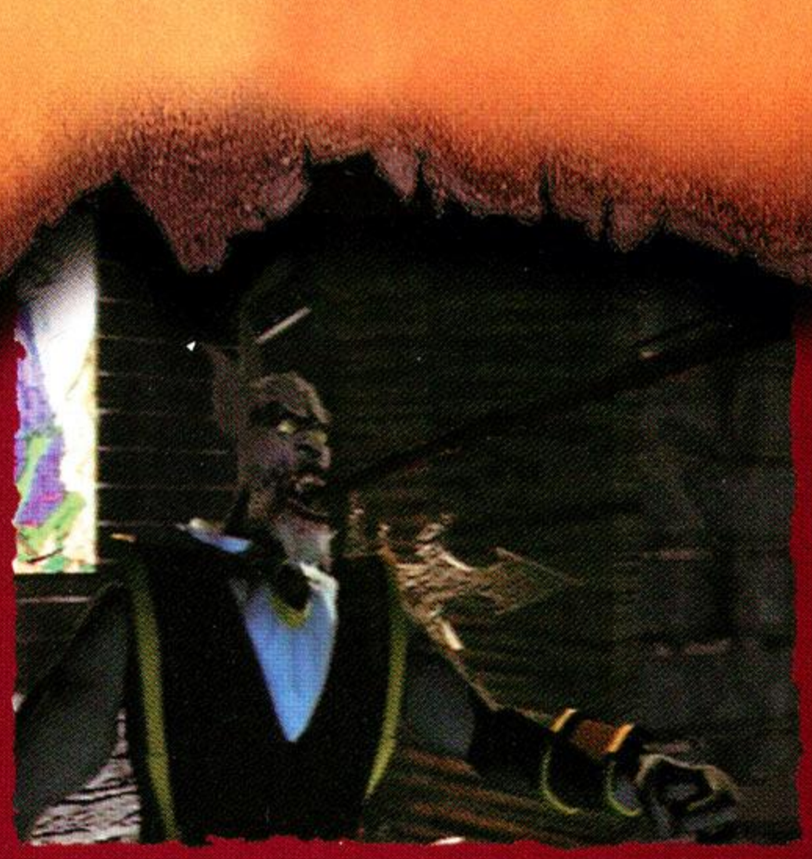


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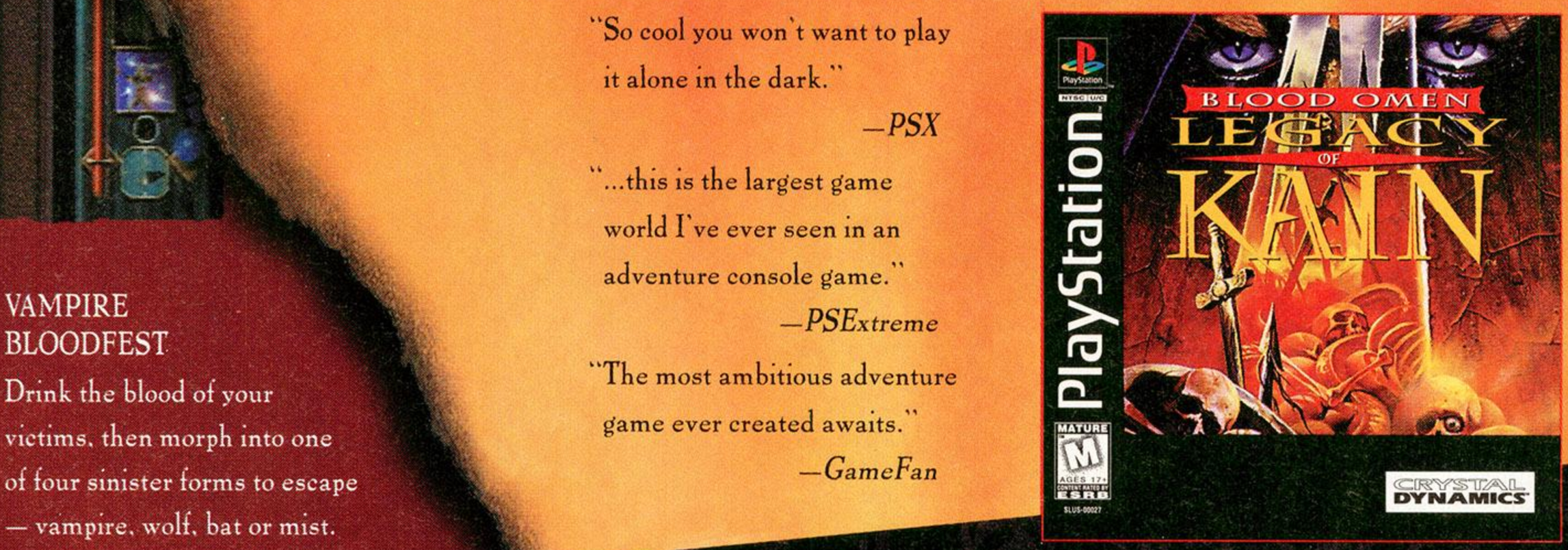
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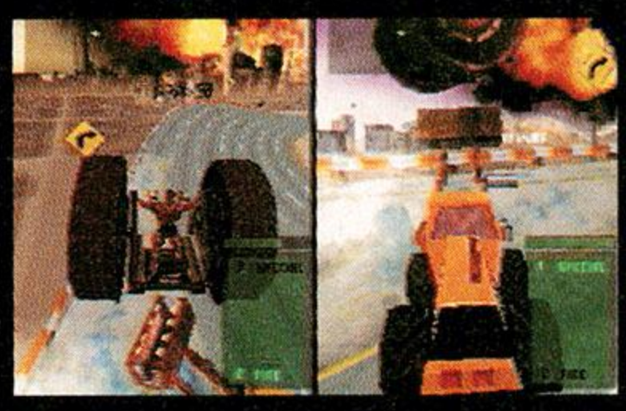
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ULTRA GAME PLAYERS

No. 91

DECEMBER '96

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COVER STORY

OK, so you've finally got your Nintendo 64 and you've played *Super Mario 64* and *PilotWings 64* to death. So, what's next? *ULTRA Game Players* brings you the entire rundown of all the great titles in the works for Nintendo's super gaming machine!

032



LIFE AFTER MARIO

WIN vf 3 arcade machine!

150

In our new *ULTRA GP* GameShop section, you'll find loads of super-cool prizes, including your very own *Virtua Fighter 3* arcade machine! You can also try your hand at snagging an N64, a PlayStation, games, and lots more!



REVIEWS

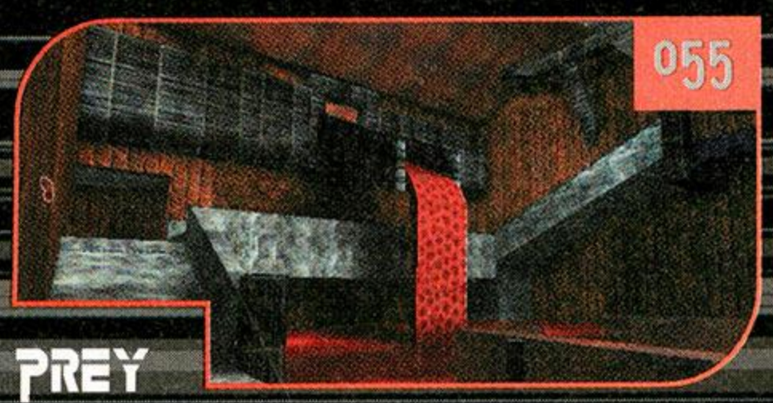
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WAVERACE 64

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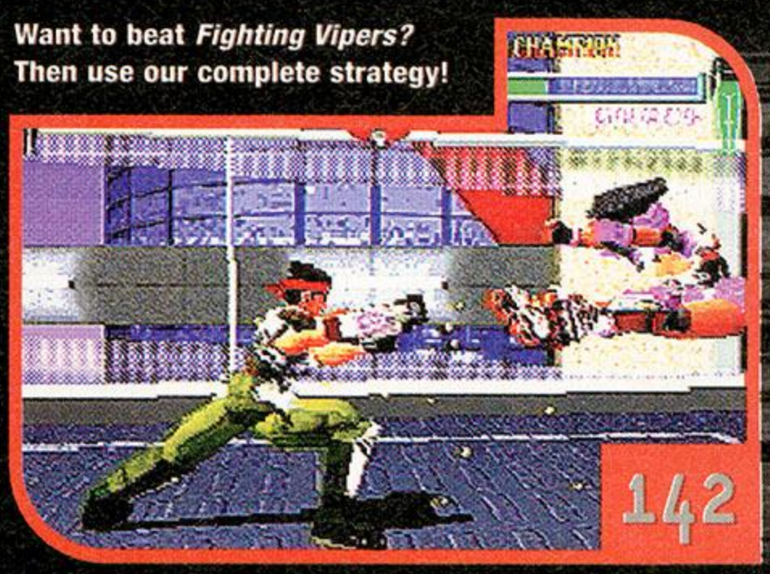
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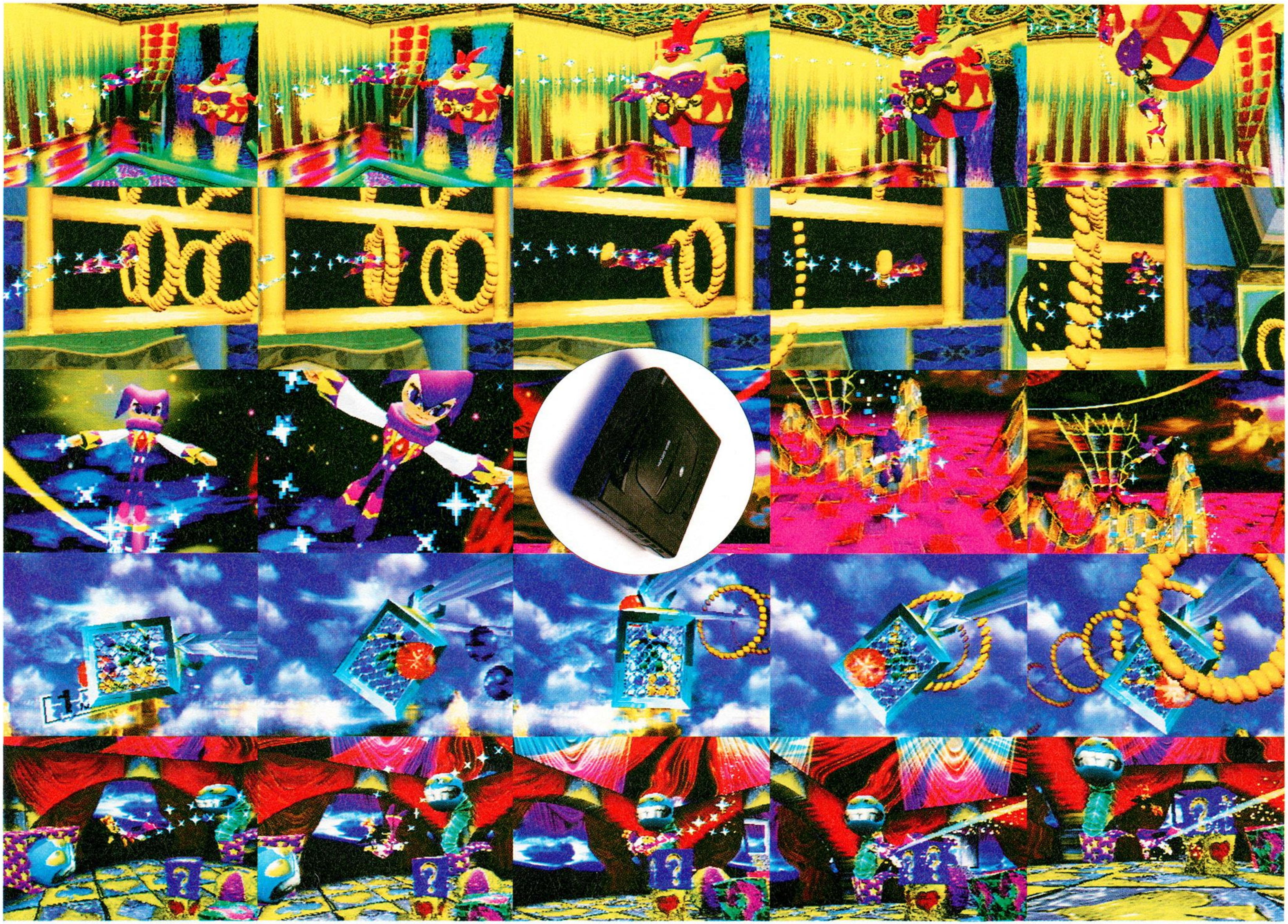
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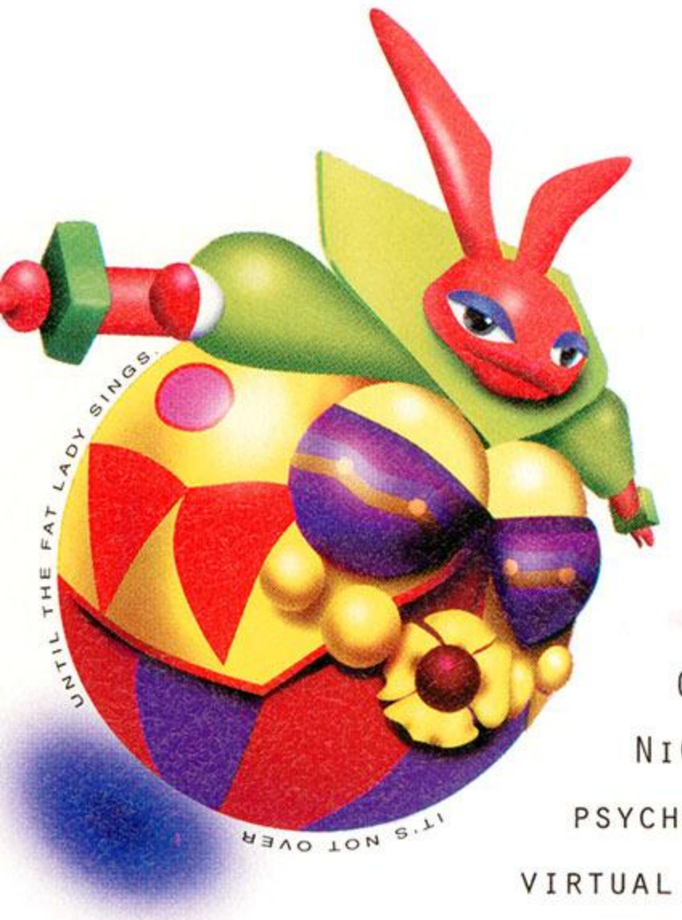
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DKC 3



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Never, ever, ever, have you experienced anything like this. Never, ever, ever, have you been able to fly, fluid and free, in real-time 3D. Not until NiGHTS.™ The first true showcase of Sega Saturn's stunning capabilities. The technological tour de force that has everyone in the gaming world absolutely spun.

The Story

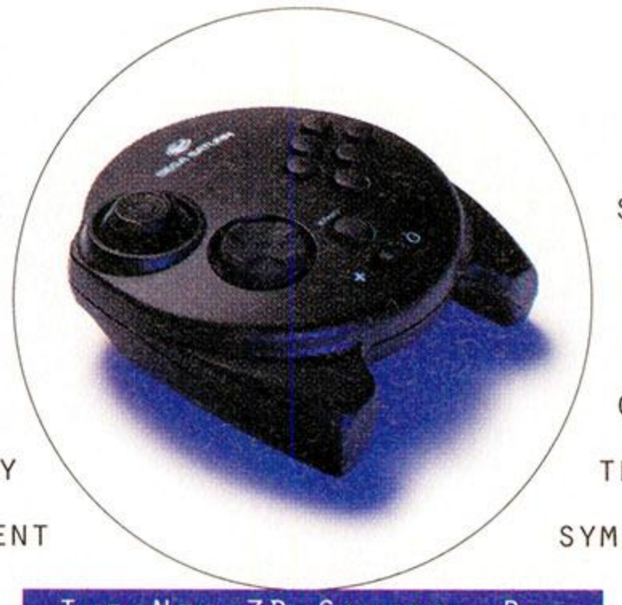
One of the most immersive, mystical gaming experiences ever, NiGHTS establishes an entirely new gameplay paradigm. Think of it as psychodrama, an express escalator into the schizophrenic, mind-bending virtual world of your dreams.

The World

Created by the renowned Sonic Team, NiGHTS is a full-on 3D masterpiece. A world with lush dreamscape realities, its own micro-climates, even its own natural order. Imagine. Smoke, fog, clouds, rain, and water that appear in multiple levels of transparency. Waterfalls, currents, wind, and, yes, a tornado that follow the laws of fluid physics. All backed by a raging soundtrack that blends jazz, rock, orchestra, world music, and effects.

The Gameplay

NiGHTS screams along at banshee speed. Despite massive 3D demands, its adaptive speed management system supports both breakneck gameplay and breakthrough environments. Witness its ability to replicate the true sensations of flight. Its lightning multiple morph sequences. Its over twenty tracking camera angles that scroll-shift in real time. And its omnipresent symphony of 3D positional sound.



The New 3D Control Pad

Engineered specifically to intensify the NiGHTS experience, Sega Saturn's 3D Control Pad establishes a new benchmark in smooth and dynamic operation. In analog mode, its pulse-sensitive thumbpad enables unprecedented maneuverability at breathtaking speeds. And a digital mode allows compatibility with almost all other Sega Saturn games. {Please call 1-800-USA-SEGA for any compatibility questions.}

The Benediction

There's more, of course. But the rest is up to you. Kick off your walking shoes. Say your prayers. And fly. No way you'll sleep. But you'll have wicked good dreams.

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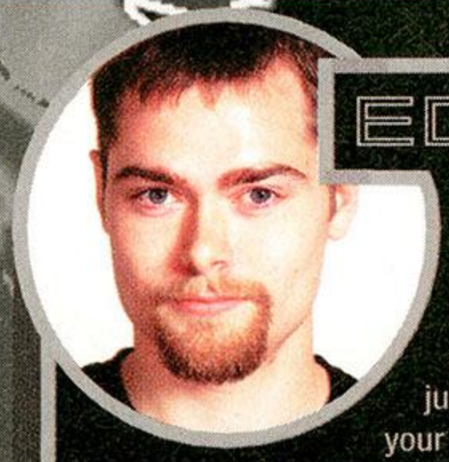


KIDS TO ADULTS K-A CONTENT RATED BY ESRB

1 PLAYER

SEGA SATURN EXCLUSIVE

ISSUE 91 LOADING...



EDITOR CHRIS SLATE

Welcome to our third issue of *ULTRA Game Players!* As I write this, we've just begun to receive your responses to the new format. I'm happy to say that most of them are extremely positive, but it looks like there are a few of you out there who miss some of the old humor. Don't worry. It was never our intention to dry up the magazine completely, and now that we've gotten the ball rolling, you can expect us to loosen up our ties a bit in the months ahead. To start things off, subscribers get a special treat this month — the return of the Subscriber's Newsletter! Subscribers from the old Game Players regime will remember that some of our most inspired and lurid moments took place on the Newsletter, and we're keeping it just as crazy as ever. So don't worry about the humor, OK? It's taken care of. Relax and enjoy the best game mag in the biz.

Is there anyone out there who hasn't tried out the ***ULTRA GP*** Disc yet? If so, you'll want to jump on this month because we've got loads of movies for the hottest console titles (nearly 40 games in all!). We've also got a special look at Nintendo 64, free internet software, and super-cool demos — *Diablo* for PC, and *Marathon Infinity* for MAC. So what are you waiting for?

Thanks again for all of your comments and kind words, and keep 'em coming. We're only getting started... **>>> C.S.**

THE TEAM



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As Editor-in-Chief, Chris is one of the few people who can call Bill a 'big dummy' and stay alive long enough to eat lunch. He will, however, be crying in his soup.



Patrick Baggatta

patrick_baggatta@qm.imagine-inc.com

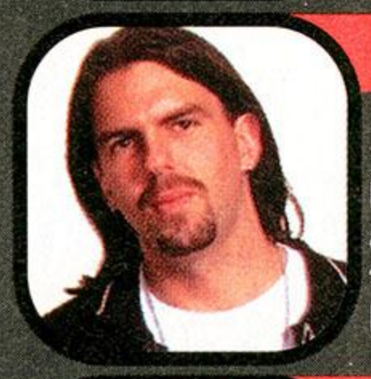
As our Feature Editor's Japanese improves, his knowledge of videogames gets deeper. We're just a little worried about all those samurai swords Patrick's started to collect!



Roger Burchill

roger_burchill@qm.imagine-inc.com

As our Strategy Editor, Roger's got a plan for just about everything. They're not real good plans, and they usually don't work right, but he's got a million of 'em!



Mike Salmon

mike salmon@qm.imagine-inc.com

Mike's our Sports Editor. He's met just about every famous player in every sport there is. He's met 'em, insulted 'em, and been severely beat up by 'em.



Bill Donohue

bill_donohue@qm.imagine-inc.com

Bill's the Managing Editor. That means he gets to yell and swear a lot at everybody else, all the time. He also has to make sure they get their work done on time.

DECEMBER 1996

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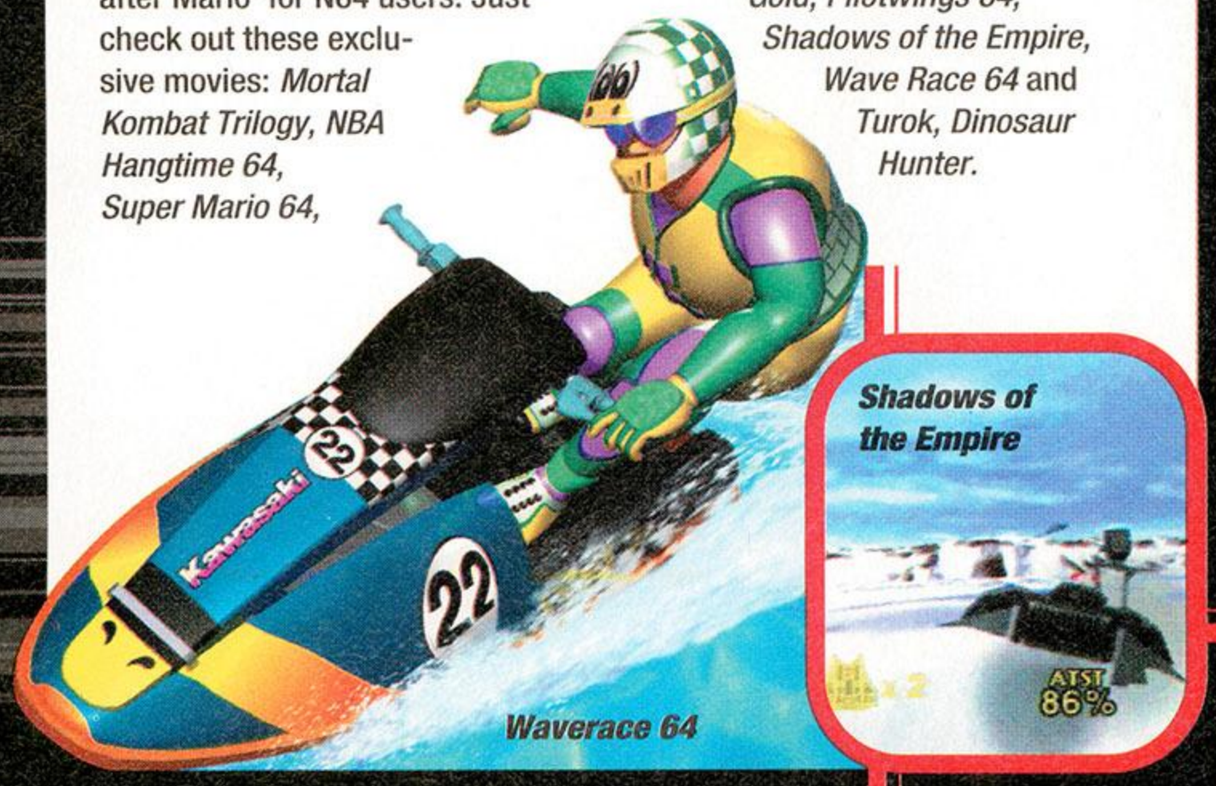
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THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you pictures of the games, and tell you about the games, but it's impossible for us to actually put the controller in your hands and let you play the game for yourself, or even see the game in motion. Enter the ***ULTRA Game Players*** Disc. On the disc, which works on both Macs and PCs, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and MAC titles. We've also thrown in some on-line software to bring you up to speed. Read the print magazine, then view the disc to get the full ***ULTRA Game Players*** impact.

SPECIAL FEATURE

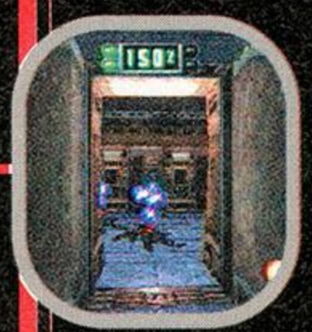
This month we take a look at 'life after Mario' for N64 users. Just check out these exclusive movies: *Mortal Kombat Trilogy, NBA Hangtime 64, Super Mario 64, Wayne Gretzky 64, Killer Instinct Gold, Pilotwings 64, Shadows of the Empire, Wave Race 64* and *Turok, Dinosaur Hunter.*



VIDEOGAME MOVIES

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

Mr. Bones
ReLoaded
Crimewave
Steel Harbinger
Starwinder
Robopit
Hardcore 4x4
Disruptor
Dragonheart
Formula One
Nascar
Nights
Project Overkill
Perfect Weapon
Ridge Racer Revolution
Street Racer
Tekken 2
Tokyo Highway Battle
Tomb Raider
Triple Play Baseball
VR Golf









ON-LINE SOFTWARE

TEN: Total Entertainment Network — multiplayer gaming over the Internet. That's what TEN's all about. Right now, hundreds of people are playing hit multiplayer games like *Dark Sun Online, Duke Nukem 3D, Command & Conquer* and *Panzer General* over the Internet through TEN. And that's not all. On TEN you get chat rooms, game rankings to determine the best players, member profiles and more. All you need to do is install the TEN front-end software and join them.

America Online: See for yourself why over six million people have made AOL our country's first choice for online news and information.

The Palace: The Palace is ***ULTRA Game Players'*** real-time chat engine. In conjunction with your Internet Service Provider, The Palace software allows you to chat and interact with other gamers in ***ULTRA Game Players*** Palace.

PLAYABLE DEMOS

PC

Diablo: *Diablo* is a real-time role-playing game in which players descend into a sinister underworld filled with supernatural forces and demonic creatures. In a quest for vengeance, the central character enters a crypt and expansive labyrinth hidden beneath the village. Game play focuses on exploration, conflict and character development as players travel deeper into the underworld's demonic halls.



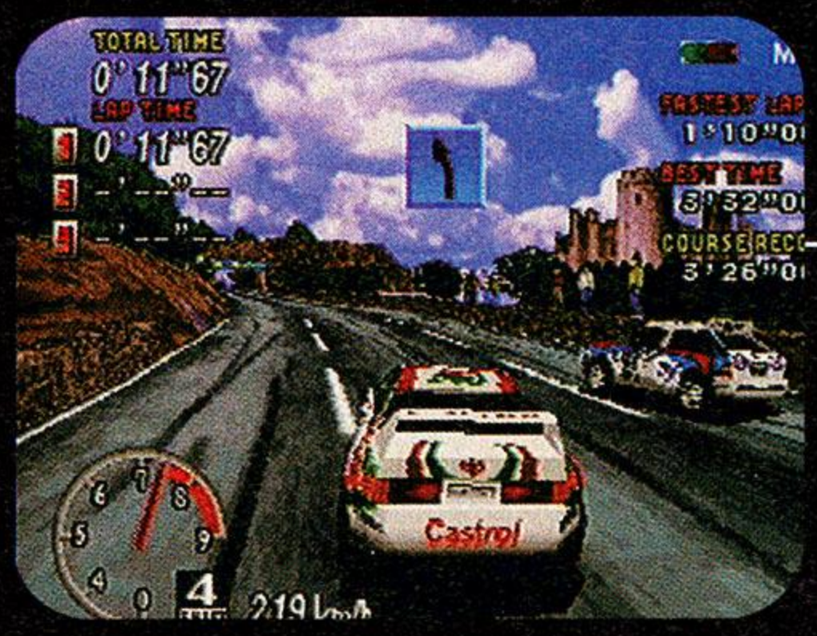
MACINTOSH

Marathon Infinity: The single biggest problem customers encounter with Bungie's games is that they end. Like the letdown after finishing a great book, our customers report that reaching the end of one of our games brings an empty feeling to their hard drives and a craving for more action. Problem solved. Bungie's new product, *Marathon Infinity* gives *Marathon* players everything they need to continue playing in the *Marathon* world indefinitely. This stand-alone product is based on the *Marathon 2* world, and consists of three elements crucial to extending the player's enjoyment of *Marathon* ad infinitum.

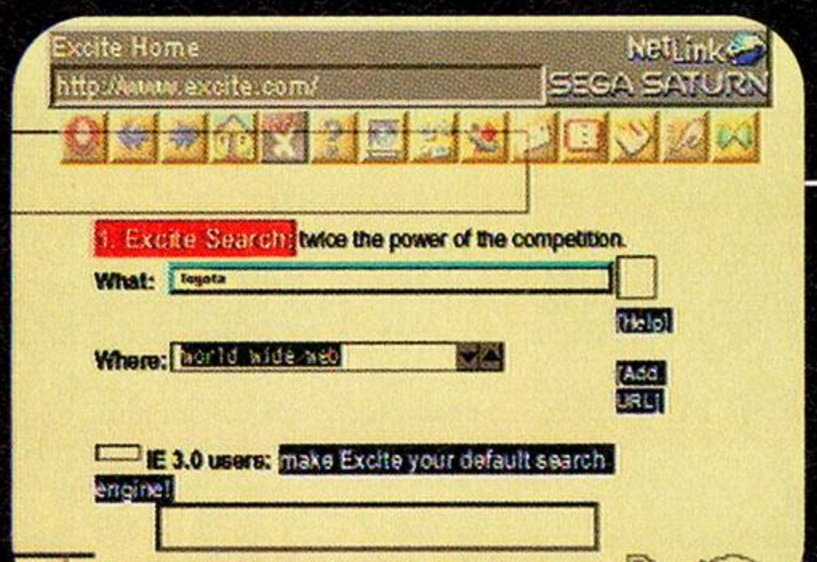




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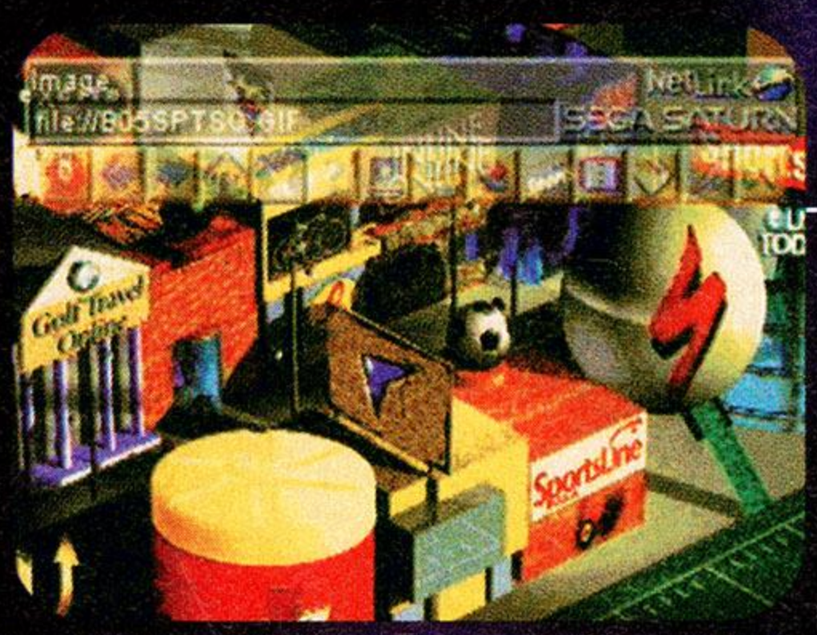
2. Crash your car in Sega Rally Championship.™



3. Price new vehicles at car company Web sites.



4. E-mail your brother for money.



5. Retreat into spectator sports sites.

PlanetWeb

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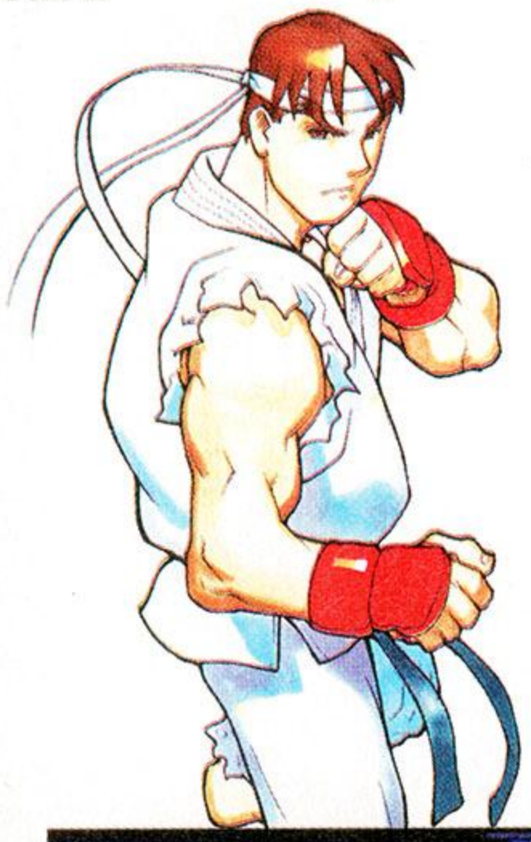
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CAPCOM'S RETURN

From The Grave

After a serious lull, the one-time videogame giant is back in the driver's seat



Take a close look at today's videogame industry and you will find a much leaner list of names than in the 16-bit glory days when any game with a movie license, drop of blood or the promise of generic side-scrolling fun was selling off the shelves. It was at this time when Capcom was at the top of its game.



1-2 Developed on the System 11 board for the arcade, *Street Fighter EX* is looking to be an extremely hot 3D version of *Street Fighter*. The game will be going on test in Japanese arcades in November and will surely be a big part of Capcom's 1997 home line-up.

However, things suddenly went wrong and Capcom found themselves in significant financial straights. Fortunately, Capcom was able to ride out the bad times and has once again climbed to the top. It was the time in between that helped Capcom re-focus itself and make it what it is today. The following interview with Greg Ballard, President of Capcom Entertainment, tells the story...

Q. When was Capcom's lowest point? Were you hurting more than others?

The lowest point for Capcom was definitely 1994. In '94, Capcom began the switch from 16-bit to 32-bit. As a result, our profits slipped a little. Capcom was fortunate enough to begin this transition early, and you can see now other companies like Acclaim going through the same process.

Q. Did Capcom need 32-bit to get back on top?

Capcom's growth and success is in keeping up with technology. We at Capcom are particularly happy with the new 32-bit technology because it now allows us to do exact ports of our great arcade games, something we formerly were unable to do.

Q. How important has your gradual shift towards 3D been for success?

Capcom designers are most interested in using the technology that best serves the game. With the many hard-core gamer fans Capcom has, we want to make sure we can deliver a game with the speed, art and gameplay they would expect to find. As the technology and expertise increase we will gain the speed and fluidity of movement our designers require. It is a natural progression for Capcom to create more 3D games. We feel we have added a new aspect to our gameplay by making it 3D — not just to join the current market.

Q. Do you predict your 2D series will remain successful throughout this generation of games?

Being truly a gamer's company, our consumers are ultimately the judge. First and foremost they want great gameplay. Right now many of the 3D games are not delivering the gameplay necessary to make a great game — their only claim is that they are 3D. We will continue to make game our audience is looking for.

'Right now, many of the 3D games are not delivering the gameplay necessary to make a great game. Their only claim is that they are 3D.' — Greg Ballard, President of Capcom

Q. How prominently does your new American development play a part in the future success of Capcom?

Capcom Digital Studios, US R&D division, was established to create American-style games. We want to expand our audience and reach gamers with a new style.

Q. Is *Resident Evil* your most important franchise now?

Resident Evil is a game we are especially proud of. Its success surpassed even our most aggressive forecast and we have generated a new adjective '*Resident Evil*-like.' We are looking forward to releasing the sequel and who knows where we will go with it after that. But, unlike most publishers, Capcom has developed several franchises over the years like *Mega Man, DarkStalkers* and, of course, *Street Fighter*, each of which has become a popular licensed property. *Street Fighter* is, and I'm sure always will be, synonymous with Capcom because of the loyal and dedicated players around the world. But, *Mega Man* will be ten years old next year and we have big plans for him in 1997.

Q. For continued success, how important is the introduction of a new series as opposed to the prolonging of series like *Street Fighter*?

At Capcom, we like to do both. The fans of *Street Fighter* have honed their skills to the point where a new gamer can not compete. Then, we bring in a new title with a new set of moves and rules where there can be a challenge for an experienced

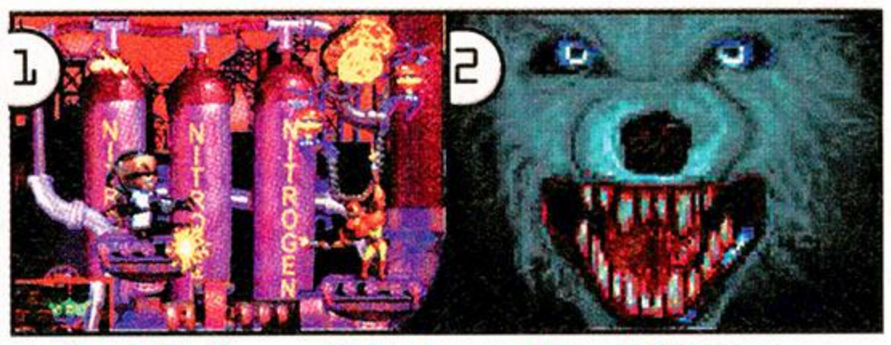








Still pushing proven titles, Capcom is eager to bring games like *Mega Man 8* into the next generation. Sticking to the traditional 2D play, the game enjoys a nice graphical upgrade while maintaining the gameplay gamers have grown to love.



1-2 Created by the new US development branch of Capcom, *Major Damage* and *Werewolf* are the company's first attempts to develop games outside of Japan. Whether these titles will live up to the high standards set by the Japanese division will not be seen until December, but either way it will be interesting to see another side of the company.

12/96



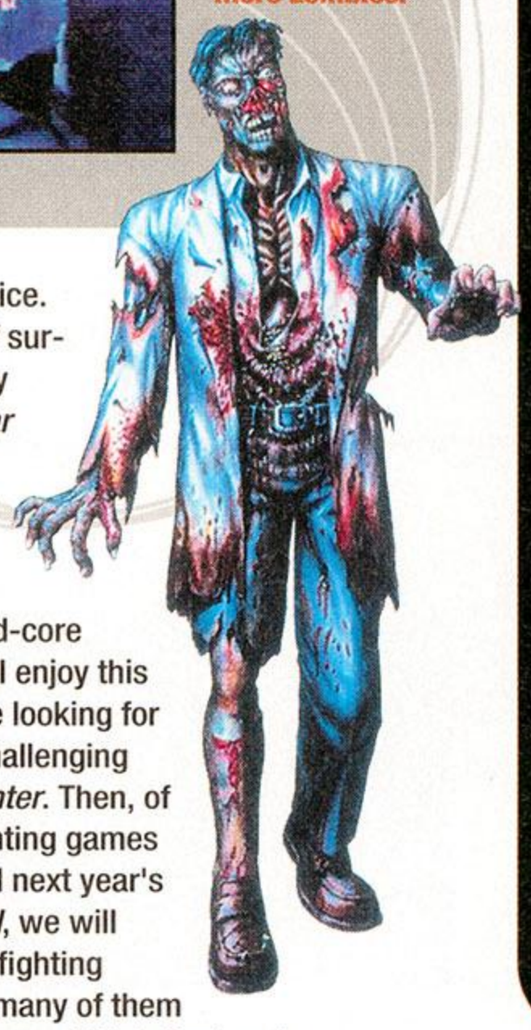
Recently released on the PlayStation and Saturn, *Street Fighter Alpha 2* is, to date, the pinnacle of the *Street Fighter* series. With near arcade-perfect versions of the game for the home systems, fans of the series can really have it all.







1-3 The sequel to the biggest-selling PlayStation title of all time, *Resident Evil 2* is currently in development in Japan. Not scheduled for release until later next year, the game is said to include many new features such as removable articles of clothing (such as bulletproof vests and jackets with extra pockets) and, of course, way more zombies.



player to battle a novice. There are all kinds of surprises in store for any player picking up *Star Gladiator* with a whole new wild cast of characters and completely unexpected moves. A hard-core *Street Fighter* fan will enjoy this game but will also be looking for the next and more challenging version of *Street Fighter*. Then, of course, with non-fighting games like *Resident Evil* and next year's RPG, *Breath of Fire III*, we will reach more than the fighting game fans although many of them will also try these games. I think the key is always to keep trying and stretching the possibilities of the technology with new games or known franchises.

Q. Did the repetitition of series like *Street Fighter* and *Mega Man* have anything to do with past problems?

Like anything, you do have to work harder to keep something fresh once it becomes known. Movie series, books, even your favorite band has to keep trying new things to keep their audience happy. To the uninitiated (or, perhaps there are a few gamers who actually don't like these titles although I'm sure it's very few), they may not be aware of the differences in titles but the real hard-core gamer fan does want to see more and what their favorite character is going to do next.

As far as past problems, we are in an industry of constant technological changes and sometimes we're behind and sometimes we're ahead of our consumer. There are always going to be some periods of adjustments.

Looking forward, Capcom is again at a critical point in its development as a next generation game-maker. Already neck-deep in the creation of Resident Evil 2 *and* Street Fighter 3*, the company has some of its biggest releases ever coming in the next few months. Exploring further 3D options with* Street Fighter EX *(see pg. 44), and encouraging the growth of a new American development branch, Capcom's future success is dependent on how well it is able to predict the new market in the next few months and beyond.*

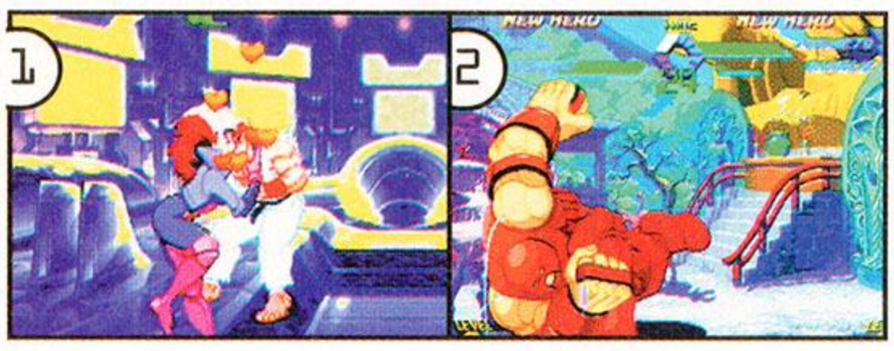
ARCADE FOCUS

Coin-Op News

The two most-anticipated arcade games in years are both starting to show off. *Virtua Fighter 3* continues to impress with each new screen-shot, but just a few days after this magazine goes to bed ***ULTRA GP*** will be in Dallas, pounding away on the buttons. Meanwhile, we have finally gotten a chance to see some screens on *Street Fighter III*, the game is 2D as we reported and, from what we've heard, there is no ink that can truly show the amazing color and animation. Check out our lead news story for more info on *Street Fighter III* and the full story on Capcom's amazing rebound.



Powerful punches and bone-crunching throws are a staple in *X-Men vs. Street Fighter*



1-2 Is this really two times the game? Find out all the latest info on *X-Men vs. Street Fighter* (pg. 65)!

As if unveiling *Street Fighter III* wasn't enough, we've also got a full page of info and screens on *Street Fighter EX* (3D *Street Fighter)* and *X-Men vs. Street Fighter*. It looks like it won't be hard to find a *Street Fighter* game in the arcades this christmas.

By the way, check out Gameshop this month, where we are giving away a *Virtua Fighter 3* arcade machine — that's right, *Virtua Fighter 3!* It doesn't get any better than that. But for those of you who don't get to have the machine in your living room, we'll be giving a full play-tested report on *Virtua Fighter 3* in the next few issues.



1-3 Check out our full page preview (pg.44) on the first ever 3D *Street Fighter*.

ACCLAIM
Cuts Deep

60 people laid off at Acclaim

By eliminating more than 60 positions, Acclaim has attempted to cut its operating overhead to stem the tide of losses suffered in the last few years. Acclaim told analysts that it expects there to be continued losses, however, it expects an upturn as it makes the transition to the 32-bit, 64-bit and PC platforms. Acclaim's current best hopes include *Turok* and *Magic: The Gathering* for future financial success.

A spokesperson offered: 'We are having a reduction in force that is taking place today here in the headquarters in Long Island. It encompasses about 20 percent of the headquarters staff. That translates to about 70 people. There will probably be 30 or so other staff cut elsewhere in the world.'

She added: 'It has been concentrated here on headquarters staff because we are trying to limit it to indirect staff such as corporate functions as opposed to the people who are really responsible for making and selling the games. It's pretty much up and down and across the board of the organization.'

GRAPHICAL MUD?

The 3DO Company's Meridian 59 has become the first true 3D, multi-user dungeon on the Internet

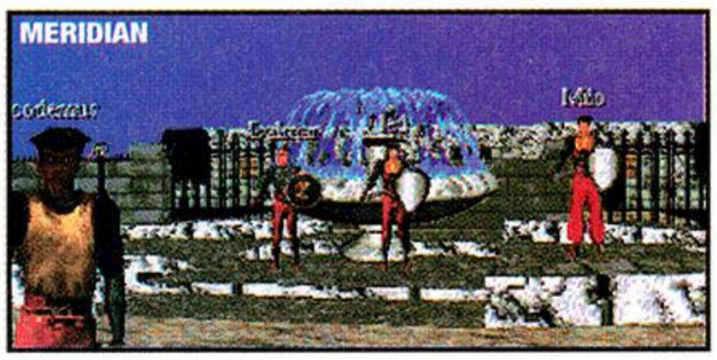
Few companies have realized the potential for real-time multi-player gaming on the Net as 3DO. *Meridian 59* is the first of several Internet projects for 3DO and has earned the mark of being the first 3D MUD (somewhat like an RPG) on the Net.



Meridian 59 is set in a fantasy world of magic and swords but perhaps the most important aspect is that of community. At any one time, between 40 and 400 people populate the world of *Meridian 59*. Some of them are good and willing to help others on a quest or mission. Others are evil and practice the dark arts and/or attack other players.

An entire social structure exists within the world in the form of 'guilds' which players may join. Different guilds have different beliefs, requirements and demands of its members. Tying all of this together are frequent quests and a political struggle between royalty. Players may align themselves with different factions, and participate in riots, coups and full scale wars.

At the Online Gaming Convention in San Francisco, Trip Hawkins, CEO of the 3DO Company announced that *Meridian 59* was going to be bundled with Netscape Navigator when sold through retail channels. The monthly subscription charge for the game is a flat rate of $9.95 per month.



NEW CHAPTER FOR NEOSTAR

The parent company of both Babbages and Software Etc. has filed Chapter 11

NeoStar recently voluntarily filed a petition to reorganize under Chapter 11 of the US Bankruptcy Code in Federal Bankruptcy Court in Dallas, Texas. A spokesperson has said that NeoStar and its subsidiaries have elected to seek court protection in an effort to strengthen vendor confidence to ensure adequate inventory for the holiday selling season.

The company will continue operations as usual due to commitment of $70 million in debtor-in-possession financing from Foothill Capital Corporation and other lenders.

In an effort come up with a reorganization plan, Thomas G. Plaskett has been named chairman of NeoStar.

How this all affects the consumer has yet to be seen. At least for the holiday season, it is unlikely that consumers will see any difference in the service, selection or location of any of the retail outlets. Depending upon how the season goes for NeoStar however, we may begin to see some consolidation of stores, meaning some closings.

EA Weathers BLIZZARD

Electronic Arts has signed a blockbuster deal with Blizzard Entertainment





Meet tiny, interesting people and conquer them in *Warcraft II*.

At ECTS, Electronic Arts announced it has purchased the worldwide rights to develop, publish and distribute the console versions of *WarCraft II* and *Diablo*. *WarCraft II*, which was released for the PC last year, was one of the major PC titles to completely revitalize the strategy genre. *Diablo* is the recently released PC title that is already accomplishing a similar feat in the PC RPG genre.

'Our agreement with Blizzard exemplifies our commitment to seek out and partner with industry leaders and top creative talent,' said EA CEO, Larry Probst. '*WarCraft*'s longevity and *Diablo*'s innovative game design set new benchmarks in the role-playing and real-time strategy genres.'



Visit a 'warmer' climate and shake hands with the Devil in *Diablo*.

No firm release dates for either of the titles have been announced.

SUDDENLY, THINGS ARE GETTING PERSONAL.

Now, it's your reputation on the line. And time to leave your mark in this perfect translation of the #1 arcade phenomenon. On your side is the innovative custom combo system, now allowing you to link together your own series of brutal attacks. You'll need every possible advantage to take on a total of 18 fighters, the most ever in Street Fighter legend. Remember, hesitation is deadly. Because in the end, it's all about who's the last one left standing.





CAPCOM

STREET FIGHTER ALPHA 2

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OPTIONS

New Ways to enhance the Gaming Experience

RATING KEY
PREMIUM ★★★
STANDARD ★★
DEFICIENT ★

RATING: ★★
PRODUCT: NETLINK
COMPANY: SEGA
SYSTEM: SATURN
PRICE: $199.99 (KEYBOARD AND MOUSE NOT INCLUDED)



If it lives up to its potential, the Net Link could open up whole new worlds of gaming.

As the world of video and computer games slowly, but surely, becomes inextricably intertwined with the internet, Sega seeks to get the jump on introducing the marvels of the net to the mass market with the introduction of the Net Link peripheral for the Sega Saturn.

At the top of the list of the Net Link's positive attributes is its price of $199.99. Combined with a Saturn, this attractive price point allows gamers to experience the internet for around $400. For novice net surfers, the Net Link is an attractive alternative to paying thousands of dollars for an internet-capable personal computer. The Net Link comes with its own browser software, but subscription to an internet access provider is required for utilization. The browser interface is attractive and intuitively designed and works adequately with a Saturn control pad.

An optional keyboard and mouse upgrade eases the entry of web addresses but also adds cost to the overall system.

When it comes to actually using the Net Link for internet surfing, the system performs surprisingly well. Sega should be commended for selecting the performance advantages of a 28.8 modem over the more affordable 14.4 and, though a television display can't compete with a computer monitor, there are no legibility problems to speak of when using the system. A convenient magnifying tool is easily accessible should any resolution problems arise.

The only areas that the Net Link is really deficient is in its inability to download items from the internet and its incompatibility with frames-based websites. Sega is working on a frames-compatible version of its browser but there is some question on whether it is even ultimately possible to create one.

Where the true potential of the Net Link lies is in internet gaming. Sega has heavily allocated resources toward producing multi-player, networked and live internet-based entertainment. Over a dozen Sega and third party games should be available for internet play by Christmas, but ultimately, the internet gaming capabilities of the Net Link can't be judged for a few months yet. If Sega adequately supports the gaming potential of the Net Link, the Net Link can transcend being a neat toy for internet newbies to become an indispensable apparatus for networked, multi-player gaming for the serious enthusiast.



The browser interface is well designed, easy-to-use, and surprisingly legible.

HAVE A HEART

The eagerly awaited Heart of Darkness has been delayed 'until 1997'

After over four years of development, Virgin Interactive has conceded that the highly anticipated *Heart of Darkness* will not make it out in 1996. The game is very well known for its amazing visuals and for the compelling storyline. Virgin won't say when in '97 but says developer Amazing Studios is 'striving for perfection'. The game is still planned for both PC and Saturn. Sega of course must be disappointed that its exclusive title won't be a part of its lineup for the all important Christmas season.

As a point of reference to how important this delay is, *Heart of Darkness* was voted 'Game of Show' at the 1995 E^3, despite being shown by invitation only.



CAUGHT IN THE NET

Netscape has announced its plans to bring the Internet to all next generation game consoles

Netscape Communications has announced the formation of Navio Communications, which has been set up specifically to bring Netscape's Navigator technology to a variety of non-PC products, including game consoles and TVs.

Sega, Nintendo and Sony have all agreed to work with the project, although it is not yet known how the project will affect current Internet strategies such as the Saturn NetLink .

'Navio's mission is to enrich the lives of people by delivering Internet technology to the new universe of consumer and non-PC devices including TVs and game devices,' said Wei Yen, Navio's president and CEO.

Nintendo chief Hiroshi Yamauchi had the following to say about the project: 'The Internet represents a widespread new medium to produce new forms of entertainment. As the leading provider of the world's best videogame entertainment, Nintendo is interested in the great potential of Navio technology.'

Exactly what form the Navio project will take, and when it is likely to become available, are not known, however Netscape says Navio's efforts will bring the Internet to '500 million consumer and non-PC devices in the next five years' said Yen. Judging from Netscape's background, the odds are the fruit of Navio's labor will be a stripped down browser that is made to operate in smaller scale environments. Navigator, Netscape's current browser, is too 'fat' to operate in the small RAM footprint that consoles have, compared to their PC brethren, and a smaller browser would be necessary to bring the Internet to such machines.

The entrance of a major market player such as Netscape on the console/Internet scene can only be good news for the consumer. The reality of multiplayer networked gaming via consoles will be that much closer, and the features promised by such a financially backed project can only be exceptional.

THE ULTIMATE BATTLE IS THE ONE YOU FIGHT ALONE...

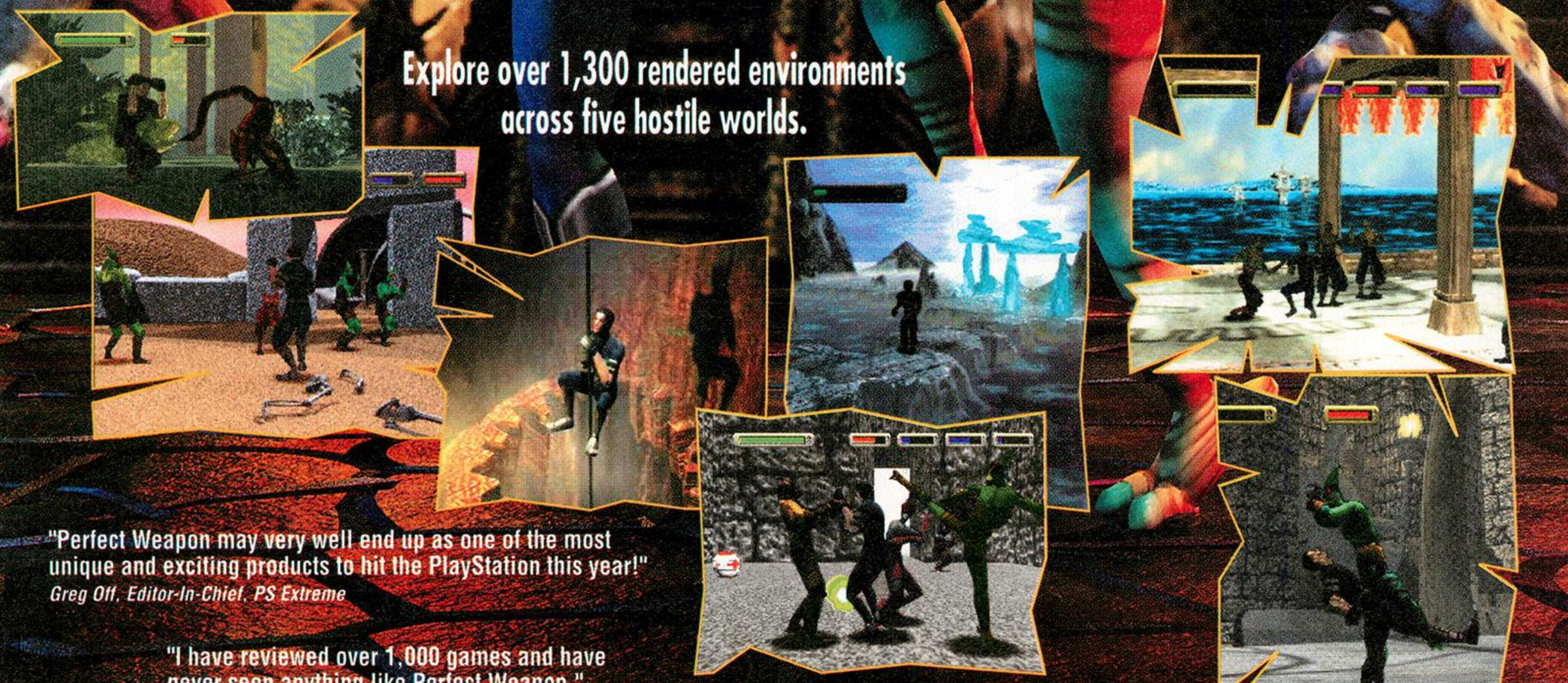
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Explore over 1,300 rendered environments across five hostile worlds.



"Perfect Weapon may very well end up as one of the most unique and exciting products to hit the PlayStation this year!"
Greg Off, Editor-In-Chief, PS Extreme

"I have reviewed over 1,000 games and have never seen anything like Perfect Weapon."
Lawrence Neves, Senior Editor Game Pro

Survival lies cloaked in deception...

TEEN T AGES 13+ CONTENT RATED BY ESRB

PC·CD-ROM INTERACTIVE

PlayStation

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THE JAPANESE REPORT

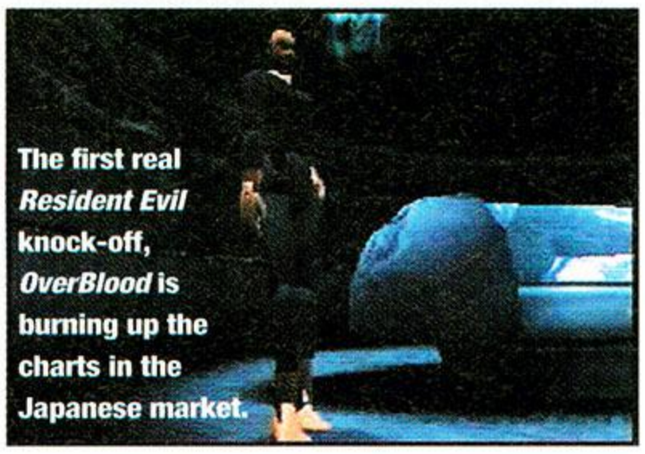
The word on videogames straight from Japan

THE GAMES OF JAPAN

The Japanese market is still reeling over the hot titles revealed for release this Christmas at Tokyo Toy Show 96 — titles we won't be seeing in the US for quite some time, like the PlayStation's astonishing *Final Fantasy VII* and N64's *Mario Kart R* will both be out by this Christmas in the always-first Japanese market. As for the titles currently on sale, *Tobal No. 1* is burning up the charts (due in part to the *FFVII* demo packed-in). Also hot is *OverBlood* (an undeniable *Resident Evil* clone), Namco's latest cutesy baseball game *World Stadium EX* and Sega's *Fighting Vipers*. Other highly anticipated titles include *Final Fantasy Tactics, F-Zero 64* and *Virtual On*.

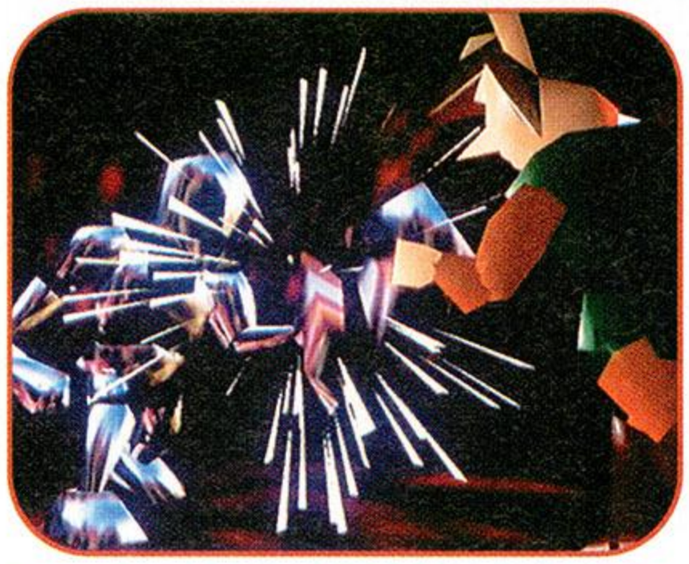


Still the most highly anticipated title in Japan, *Final Fantasy VII* is on the minds of almost every Japanese gamer.



The first real *Resident Evil* knock-off, *OverBlood* is burning up the charts in the Japanese market.

SHOSHINKAI

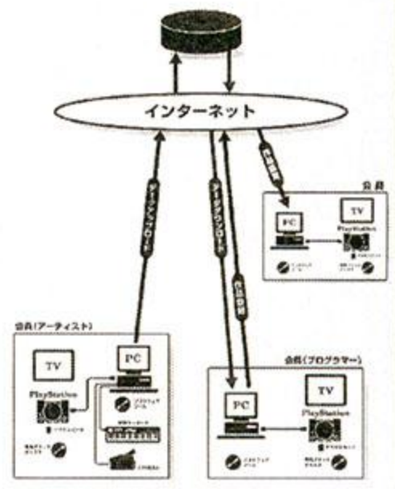


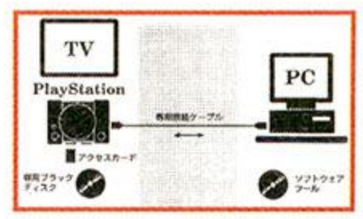
Due to debut at the Shoshinkai show, the N64 DD is the hardware add-on that will allow Nintendo to make games such as *Zelda 64*.

November also marks the date of Nintendo's Shoshinkai show (look for up-to-the-minute coverage on ***ULTRA Game Players*** Online). Due to be shown are several new N64 titles such as *Mario Kart R, Kirby's Air Ride* and 3rd party titles such as Seta's *Rev Limit*. Scheduled to debut at the show is the much heralded N64 DD 'Bulky Drive' (presumably with *Zelda*, the first game scheduled to be published for the system). With the N64 being so new, even to the Japanese market, it will be interesting to see how the hardware add-on will be received, but without question the games are sure to be nothing short of remarkable. Look for full previews and coverage in upcoming issues of ***ULTRA Game Players***.

NET YAROUZE

Recently released in Japan, the mysterious *Net Yarouze* (called *Let's Create* in the US) is Sony's attempt to bring the art of game making to the masses. This 'hobbyist' PlayStation development kit is due to be released in the US in the near future, but the Japanese gamers are already getting the chance to play around with it. The idea behind releasing this junior level development kit, at what is nearly a mass-market price, is to encourage wannabe game developers to make games for the PlayStation, as opposed to competing systems.





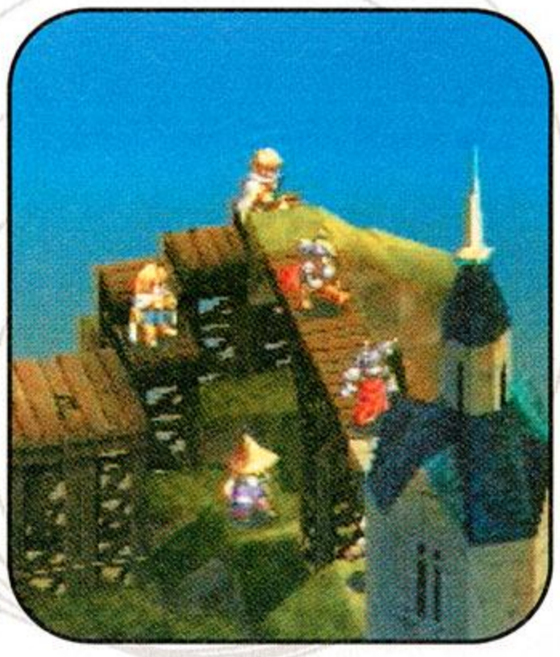
The hardware combined with the extensive support network is meant to encourage a new PlayStation development community.

The system debuted in Japan at a price of about $1200 and comes with the following attributes: Standard C Programming Libraries; PlayStation Math Libraries; High-Level 3-D Rendering Libraries; PlayStation Controller Interface Libraries; Special Let's Create Sound Libraries; Graphical File Format Conversion Utilities; 3-D Object Creation/Conversion Utilities; R3000 C Compiler; Linker and a Debugger. The system still, however, requires a PC and some knowledge of programming in C.

Also available for use with the system is a communication network available through the Internet. Promoting the membership in the *Let's Create* club as one of the keys to successfully utilizing the system, Sony has created an environment where users can transfer ideas and actual game projects back and forth with other users. The *Let's Create* US system release is set for sometime in the next few months. Look for extensive details in upcoming issues of ***ULTRA Game Players***.

PLAYSTATION EXPO

Planned for October in Tokyo, the PlayStation Expo is Sony's answer to the Nintendo-specific Shoshinkai show. Occurring so soon after the Tokyo Game Show '96, there are not scheduled to be many huge unveilings, but certainly with games such as *Final Fantasy VII, Biohazard 2 (Resident Evil 2),* and Namco's *New Racer* all due for release in the next few months, there are sure to be some stunning updates shown. Look for more extensive coverage of the show in upcoming issues of ***ULTRA Game Players*** and ***ULTRA Game Players*** Online.

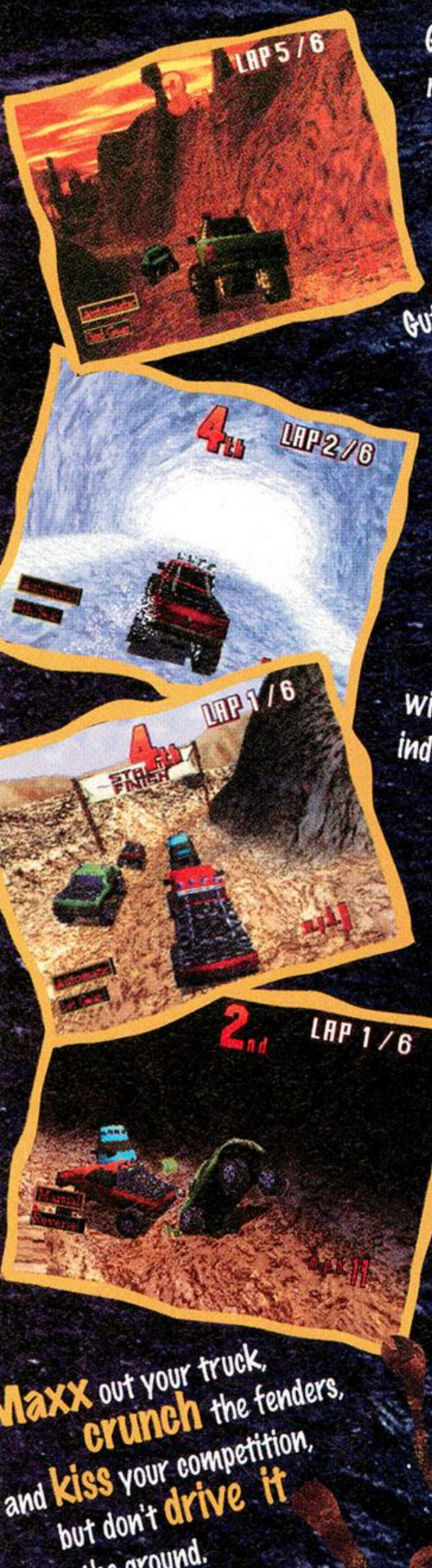


Updated versions of games like Namco's *New Racer* and Square's *Final Fantasy Tactics* and Saga *Frontier* are due to be shown at the upcoming PlayStation Expo in Tokyo.

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Get **bent** over six radical terrains.

Gut **wrenching** multiple views with hard-rocking adrenalin-pumping music.

White **knuckle** driving and extreme weather conditions.

Rampage your rig with **actual** four wheel independent suspension and **real** vehicle motion.

Maxx out your truck, **crunch** the fenders, and **kiss** your competition, but don't **drive it** into the ground.



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PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

SEGA SATURN

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Online Gaming Gurus Gather

The third annual Online Gaming Conference was held recently at the Fairmont Hotel in San Francisco, the opening round table discussion involved seven of the most influential people in the online gaming community.

Seated on the panel were:

Chris Holden	**- CEO, Kesmai**
Gary Griffith	**- Chairman, SegaSoft**
Dean Dubias	**- CEO, Imagination Network**
Bob Huntley	**- CEO and president, Dwango**
Brian Apgar	**- Senior executive, MPath**
Mike Muniz	**- CEO, VR1**
Dan Goldman	**- CEO, TEN**

Debate raged on such topics as pricing structures, exclusive vs. non-exclusive content arrangements, means of seducing subscribers both now and in the future, which browsers to support, getting around latency and more.

What follows is an interesting collection of quotes from the discussion:

'The value of a network is proportional to the square of the number of the people currently on it.' **Dan Goldman of TEN**, discussing the importance of community on a service.

'With regard to twitch games, technology will simply not allow *Virtua Fighter* to be played by people on different sides of the world.' **Gary Griffith of SegaSoft**, on the topic of latency.

'Latency on any network is a fact of life. You will never get around it for large scale [thousands or tens of thousands] multiplayer games. Those who are working to reduce and reduce latency are simply wasting their time.' **Chris Holden of Kesmai**, also on the topic of latency.

'A whole range of experiences are possible in smaller group games. Take for example a golf game where the maximum number of people in any given group is four players. In such a game it is very possible to have an enjoyable experience and latency is hardly an issue.' **Bob Huntley of Dwango**

'We are looking at bundling with games as one of the keys to our distribution. Internet distribution is obviously another key.' **Dan Goldman of Ten**, on means of distributing software.

'We don't know what the platform will be in the home but we do know there will be one and it will need content. We make games.' **Gary Griffith of SegaSoft**, on the topic of settop boxes and mainstream online gaming.

'There are only two proven revenue models: hourly and free. It is naive to think that a company can maintain a large scale service at a fixed price point.' **Chris Holden of Kesmai**, on the topic of revenue models.

'We look at exclusives as a means of distinguishing ourselves from other networks.' **Dan Goldman of TEN**, regarding exclusivity of titles on a given service.

'Advertising in the form of possibly 'sponsored play' is yet another potential form of revenue. Imagine 'tonight's session is sponsored by Nike or Coke'.' **Brian Apgar of Mpath**

All in all the round table was an enlightening look at what the executives of the companies whose networks and systems we will shortly be experiencing. It is clear that each company has at many times completely different strategies, and operating ideals and it is going to be up to the consumer to do deeper research to find the right service for each individual.

MPATH INTERACTIVE

Developing technologies that enhance social interaction on the World Wide Web

ARIES online games

Aries Online Games is the brainchild of the Kesmai Corporation. Chris Holden, CEO of Kesmai, was a participant in the Gaming Conference.

News Feed

Id Software's QuakeWorld *Quake* servers launched recently with literally thousands of players in the first few days taking part in the carnage.

LucasArts is working on a real-time strategy game called *Rebellion* for the PC which revolves around the Star Wars universe. The title is expected to be positioned against such smash hits as *WarCraft 2* and *Command and Conquer* when it is released in early 1997.

Spectrum Holobyte has secured the rights to produce an action game based upon the characters and storyline of the upcoming *Star Trek: First Contact* major motion picture.

Microsoft has taken a minority stake in Single Trac. Single Trac is known for such games as *WarHawk* and *Twisted Metal*. The purchase also has allowed Microsoft the publishing and distribution rights for the PC versions of some future Single Trac PC titles.

A compilation of *Thunderforce* will be released for the Saturn. The game will include *Thunderforce 2, Thunderforce 3* and possibly *Lightning Force (Thunderforce 4).*

BMG has signed deals with both Delphine Software and Pixel Multimedia. Delphine, of course is best known for its smash hits *Flashback* and *Fade to Black.* Pixel is currently working on multiple military simulation titles for PC.

Chun Li will not be present in *Street Fighter 3*, however a new female character will take her place.

GT Interactive has purchased the publishing and distribution rights to Epic Megagames' *Unreal.* The deal also allows GT to use the *Unreal* engine to develop up to five more titles.

Phillips Media has purchased the publishing and distribution rights to GameTek's *Robotech: Crystal Dreams* for Nintendo 64.

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The precise physics of your ball hitting the pins is so technically advanced and graphically dazzling, **you'll be bowled over!**

Lots of colorful characters, male and female, righty and lefty, each with their own unique styles.

Choose lane and alley designs– retro **Maui Bowl** or contemporary **Ten Pin Alley** with crazy **Conga Bowl.**

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WIRETAP

NO LEGACY for Saturn

Rumor has it that the Saturn version of Blood Omen: Legacy of Kain may be scrapped due to the lack of a publisher

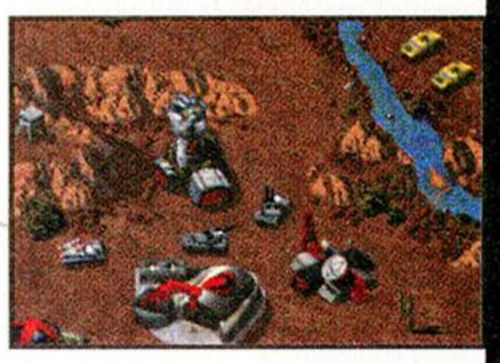


As reported in ***ULTRA Game Players*** just two months ago, Crystal Dynamics has been seeking to get out of the costly business of publishing, marketing and distribution. To this end, it has been working out deals with various publishers for its current projects. One such project is the eagerly anticipated action/RPG, *Blood Omen: Legacy of Kain*. The rights to the PlayStation version of this title has been sold to Activision, however it seems that the Saturn version has not been as fortunate.

The title is already more than a year late, and the lack of a publisher for the Saturn version may very well signal the end of the project, according to informed sources.

SCEA to reject Command and Conquer

Sources have stated that SCEA is scrutinizing the proposal for Command and Conquer with a fine tooth comb



Will PlayStation have new missions to *Command & Conquer?*

With the console version of *Command and Conquer* nearing completion, both Sega and Sony must evaluate and approve their production. Sources close to Sony have indicated that it may not allow the smash hit PC title onto the PlayStation because of its 2D nature.

The rumors also persist that Westwood Studios, the developer of the title, has had to make certain concessions and additions within the title. The form of these concessions is rumored to be primarily in the form of new and unique missions for the PlayStation version of the game.

Sneak Peek at 64DD



The 64DD drive is due to be unveiled at Shoshinkai in November.

The elusive 64DD is rumored to be unveiled at the Shoshinkai exhibition this year

While the lack of a CD drive for the Nintendo 64 has been an obstacle of sorts for developers and publishers alike, Nintendo's mass storage device — the 64DD — is rumored to be unveiled at the Shoshinkai show in Japan in late November. The drive itself sits underneath the unit and is in the form of a magnetic disc similar to that of a 'Zip' drive. The peripheral is expected to be priced between $150 and $200 and will also provide a 2MB RAM upgrade to the base unit.

Titles that are rumored to be under development for the drive are *Mario 64 2* and *Zelda 64*. Both titles are expected to be previewed in some form at the show.

Waiting for Daytona

The hot follow-up to Daytona USA for Saturn, Daytona Circuit Edition has reportedly met with a holdup

Sources close to Sega have hinted that *Daytona Circuit Edition* will take a seat alongside *Sonic X-Treme* in the delayed bin. The title was originally slated to ship in November, however, rumors are circulating that it most likely won't make it out until some point in the first quarter of 1997.

Hidden VIRTUA FIGHTER 3 Character?

Rumors of hidden characters surround the latest AM2 masterpiece

After the massive number of hidden characters in *Fighting Vipers*, the rumor mill has churned out loads of speculation regarding whether or not there will be similar features in *Virtua Fighter 3*. Some Japanese players have claimed to have found hidden characters and many differently garbed forms of each of the standard characters.

Sega themselves have declined to comment on the matter and, at this point, it will be up to the resourceful gamers to find out for themselves.



Psygnosis: too high-priced to sell?

PSYGNOSIS AND SONY KISS AND MAKE UP?

Has Sony reversed its decision to unload Psygnosis?

Rumors have surfaced to the effect that Sony may keep Psygnosis instead of selling it. Rational behind the decision varies from the two companies now seeing eye to eye on certain development issues to the fact that no other companies are willing to pay the reportedly upwards of $300 million for the UK based development house.

Area 51 does not exist.

And if you're smart, you'll stop asking questions.

This is not a game. This is a warning.

You can't get in but you can take it home.

AREA 51

MIDWAY

The #1 Arcade game shows you what your government won't.

MATURE M AGES 17+ CONTENT RATED BY ESRB

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PlayStation ™

THE BIG PICTURE

Industry Info • Exclusive Polls
Overall View • Sales Charts • Graphs

APPROVAL RATING

What YOU think of the industry's big guns



Once again it's time for the Big Picture, where we break down the videogame industry piece by piece and put the game makers in their place. As always, let's start things off with a look at our exclusive monthly Approval Ratings...

Not much has changed here since last month, with our online voters still choosing Sega as their system of choice, followed closely by Sony, with Nintendo once again bringing up the rear. Nintendo did improve slightly since last month, when voters slapped them with a dismal 30% mark — ouch. However, the N64 had just released after this poll was taken, so we expect *Mario* fans to cheer Nintendo on next month. Until then, 32-bit reigns supreme with our online readers.

JAPANESE TOP TEN



Everyone rushed out to buy *Tobal* just for the free *Final Fantasy VII* demo, but guess what — *Tobal* is actually a great game!

1. **Tobal No. 1**
   SYSTEM: PLAYSTATION
   PUBLISHER: SQUARE
2. **OverBlood**
   SYSTEM: PLAYSTATION
   PUBLISHER: RIVERHILL SOFT
3. **World Stadium EX**
   SYSTEM: PLAYSTATION
   PUBLISHER: NAMCO
4. **VIRTUA FIGHTER KIDS**
   SYSTEM: SATURN
   PUBLISHER: SEGA
5. **POPOLO CROIS**
   SYSTEM: PLAYSTATION
   PUBLISHER: SONY CE
6. **DECATHLETE**
   SYSTEM: SATURN
   PUBLISHER: SEGA
7. **TECMO'S DECEPTION**
   SYSTEM: PLAYSTATION
   PUBLISHER: TECMO
8. **NOEL**
   SYSTEM: PLAYSTATION
   PUBLISHER: PIONEER LDC
9. **SUPER MARIO 64**
   SYSTEM: NINTENDO 64
   PUBLISHER: NINTENDO
10. **BIOHAZARD**
    SYSTEM: PLAYSTATION
    PUBLISHER: CAPCOM

This month's number-one Japanese game is no big surprise — that is, when you consider that *Tobal No. 1* came packaged with a playable demo of the eagerly-awaited *Final Fantasy VII*. It's a good bet that the RPG-lovin' Japanese gamers would have paid full-price just for the demo alone!

Fortunately, *Tobal* turned out to be a great game itself, so everything's just perfect.

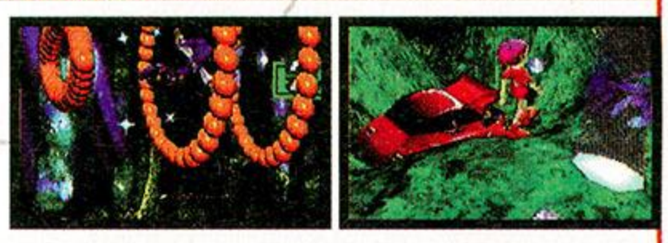
Overblood, the first major *Resident Evil* rip-off game, has also done remarkably well, with Namco's latest 32-bit hardball game checking in at number three. *VF Kids* benefited from a massive TV blitz, while Nintendo's masterpiece *Super Mario 64* still holds strong at number nine, months after its release. Expect *WaveRace* to dominate next month.

YOUR 10 FAVORITE RELEASED GAMES

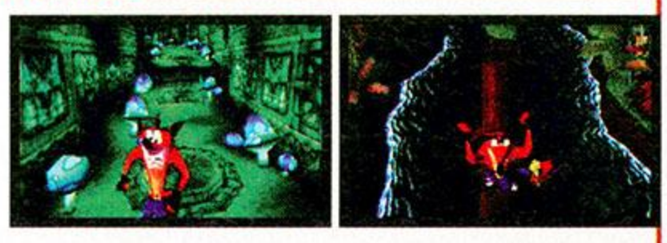
1. **Tekken 2**
   SYSTEM: PLAYSTATION
   PUBLISHER: NAMCO



2. **Nights**
   SYSTEM: SATURN
   PUBLISHER: SEGA



3. **Crash Bandicoot**
   SYSTEM: PLAYSTATION
   PUBLISHER: SONY CE



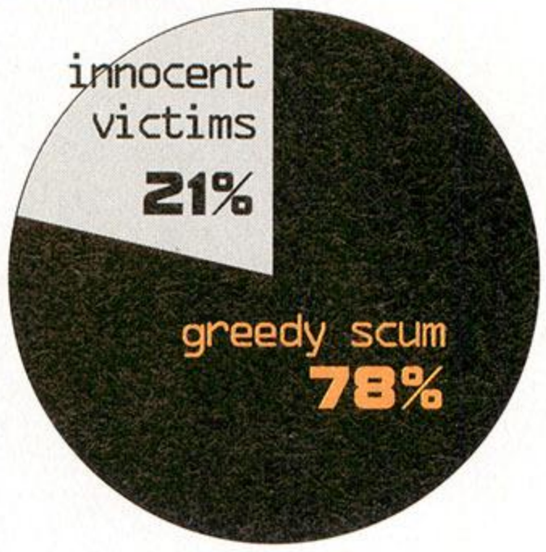
4. **Resident Evil**
   SYSTEM: PLAYSTATION
   PUBLISHER: CAPCOM
5. **Panzer Dragoon II**
   SYSTEM: SATURN
   PUBLISHER: SEGA
6. **Wipeout**
   SYSTEM: PLAYSTATION
   PUBLISHER: PSYGNOSIS
7. **Ridge Racer Rev.**
   SYSTEM: PLAYSTATION
   PUBLISHER: NAMCO
8. **Street Fighter Alpha**
   SYSTEM: PLAYSTATION
   PUBLISHER: CAPCOM
9. **Super Mario RPG**
   SYSTEM: SUPER NES
   PUBLISHER: NINTENDO
10. **Yoshi's Island**
    SYSTEM: SUPER NES
    PUBLISHER: NINTENDO

Right out of the gate, fighting fans have gone to their retailers in droves to make the long-awaited *Tekken 2* an instant number-one! And who can blame them? With graphics and gameplay like that, Namco knows it's got another holiday blockbuster on its hands.

America's favorite bandicoot leaps right onto the chart at an impressive three-spot, thanks to Sony's persistent marketing and a plain good game. But the real story is Sega's *Nights*, which climbed a spot since last month, despite all the other new releases! It looks like Sega may indeed have its next *Sonic* after all...

IS NINTENDO LYING TO YOU?

As we went to press with last month's lead news story (see 'Is Nintendo Lying To You?', issue 90), we put the question to our online readers. The question was this: Nintendo has been a fountain of misinformation when it comes to the N64, from incorrect software schedules to a string of broken release dates. Did Nintendo know the real deal all along, simply stringing gamers along to keep them from buying other systems? Or are they innocent victims of circumstance?



ULTRA GP Top Ten



What can we say — when *VF3*'s in the house, there just ain't no competition! Now we eat and sleep Model 3 coolness!

1 Virtua Fighter 3
SYSTEM: ARCADE
PUBLISHER: SEGA

2 WaveRace 64
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO

3 Parappa The Rappa
SYSTEM: PLAYSTATION (JAPAN)
PUBLISHER: SONY CE

GAMEDAY '97 (4)
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE

FORMULA ONE (5)
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS

SUPER MARIO 64 (6)
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO

PILOTWINGS 64 (7)
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO

DESTRUCTION DERBY 2 (8)
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS

FIGHTING VIPERS (9)
SYSTEM: SATURN
PUBLISHER: SEGA

JET MOTO (10)
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE

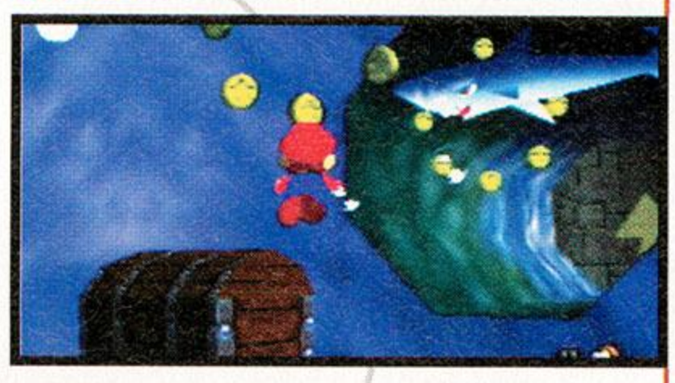
That's right, we've got a *Virtua Fighter 3* machine, and we've been playing our asses off! Night and day, day and night, all we do is drink cola, eat chips and fight each other in full-blown one-million polygon glory.

However, since *VF3* is only a two-player game, we still need something else to keep the crowd busy while waiting for their next turn at *VF3*. That game is usually Nintendo's *WaveRace 64*. This game is just amazing, and any other month would have easily been our number-one pick.

Rounding out our top three is a game that might have many of you scratching your heads — *Parappa The Rappa*. Haven't heard of it? It's only the wackiest, coolest PlayStation game we've ever seen. Here's hoping Sony will decide to bring it over to our side of the Pacific.

YOUR 10 MOST ANTICIPATED GAMES

1 Super Mario 64
SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO



2 Final Fantasy VII
SYSTEM: PLAYSTATION
PUBLISHER: SQUARE



3 Wipeout XL
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS



4 Virtua Fighter 3
SYSTEM: ARCADE
PUBLISHER: SEGA

5 Tobal No. 1
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE

6 Resident Evil 2
SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM

7 F1 World Championship
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS

8 Street Fighter Alpha 2
SYSTEM: SATURN
PUBLISHER: CAPCOM

9 Twisted Metal 2
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE

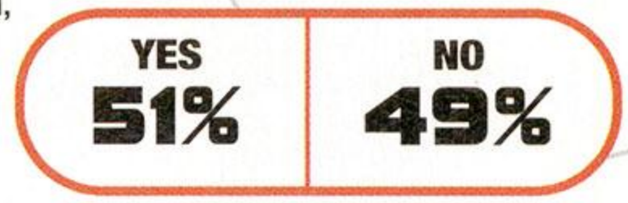
10 Marvel Super Heroes
SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM

Your future picks this issue are mostly the same as last month's, with the notable additions of *Twisted Metal 2* and *Marvel Super Heroes*. The camp out for next year's sequel to *Resident Evil* appears to have begun as well, with a solid debut at number six. Gamers just love those bleeding zombies!

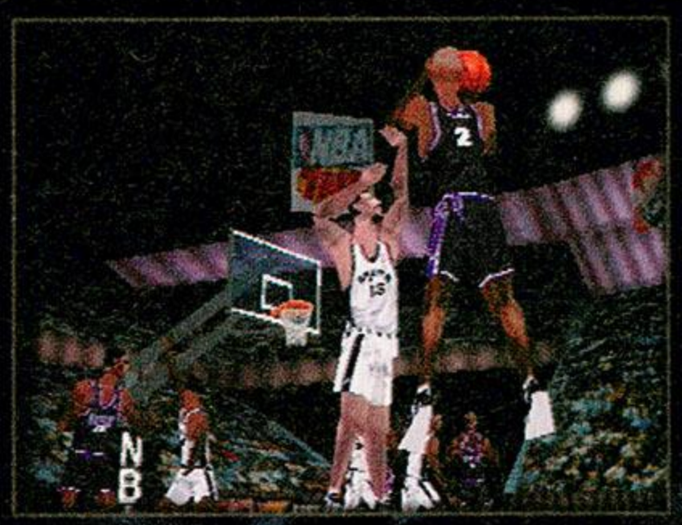
Still riding the top of the list is *Super Mario 64*, which gamers are salivating for even more now that they're getting to play the game at in-store demos. *Wipeout XL* and *Final Fantasy VII* are both mammoth PlayStation titles, and seem to be locked in a neck-and-neck race for gamer's dollars.

IS A BLOODY GAME BETTER?

Even though it's been awhile since Senator Lieberman and Captain Kangaroo last waged their holy war on videogame violence, it's an issue that is still just as important today. In another one of those dandy exclusive online polls, we asked gamers 'is a bloody game better'? For example, let's say we have two identical games, only one has blood, and the other does not. Does the presence of blood alone somehow make the game more enjoyable? The response wasn't much of a surprise...



God created man in his image.
Some just bear a more striking resemblance.









NBA LIVE 97

And on the eighth day we took the rock out of the Stone Age. Elevated it to where the laws of gravity don't

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apply. Where swish is the national anthem. And man soars closest to perfection. This is the Ultimate Judge.™ Throw it down.

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Do you count the stitches on a 101 mph fastball?

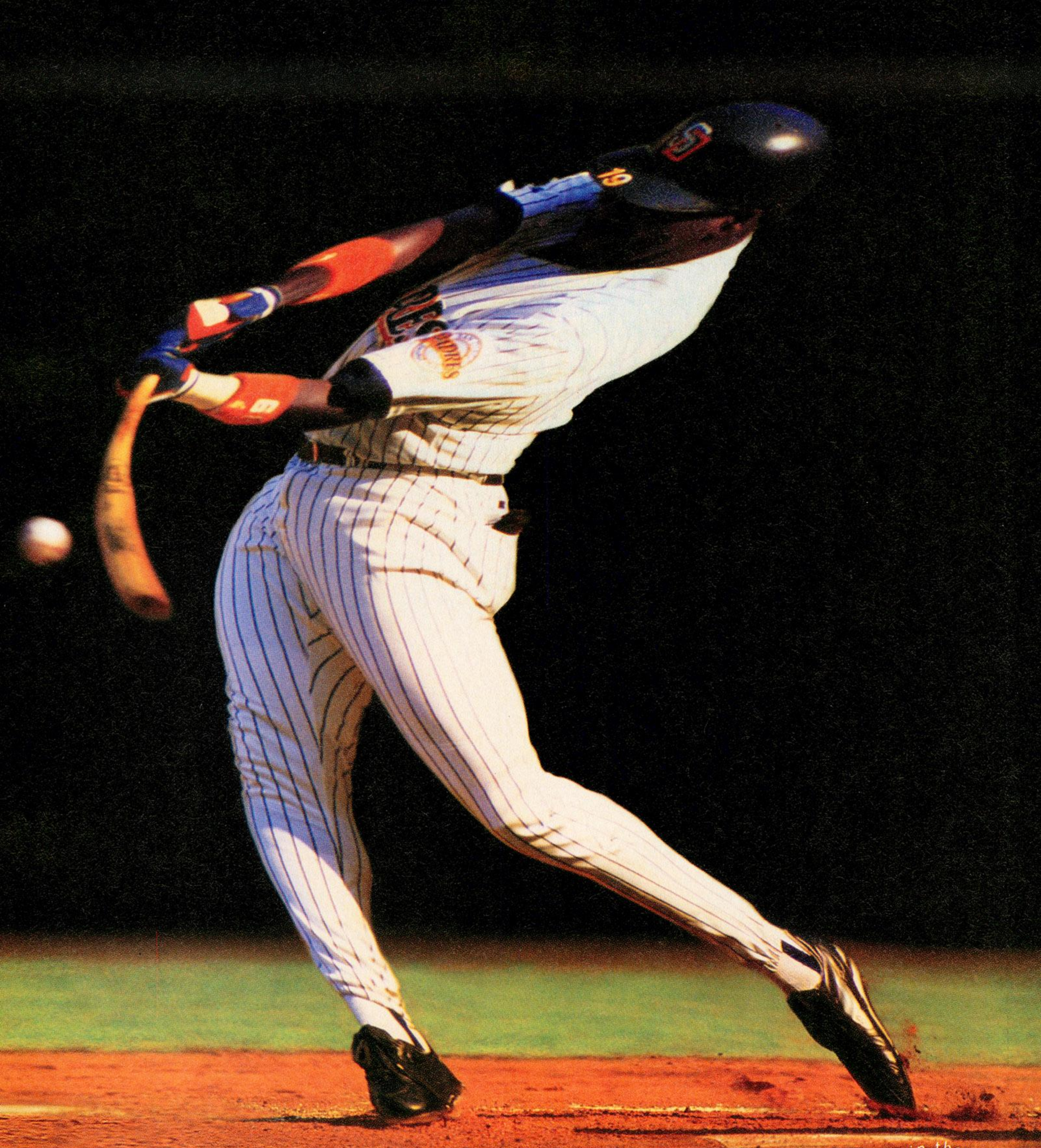
Do you have a bat that leaves an annoying ringing in a pitcher's ear?

Do you have the strength to lift 40,000 people out of their seats?

TRIPLE PLAY 97

Can you prove it? Head-to-head or multiplayer, this is the ultimate judge™ of who's best. Where being a good loser

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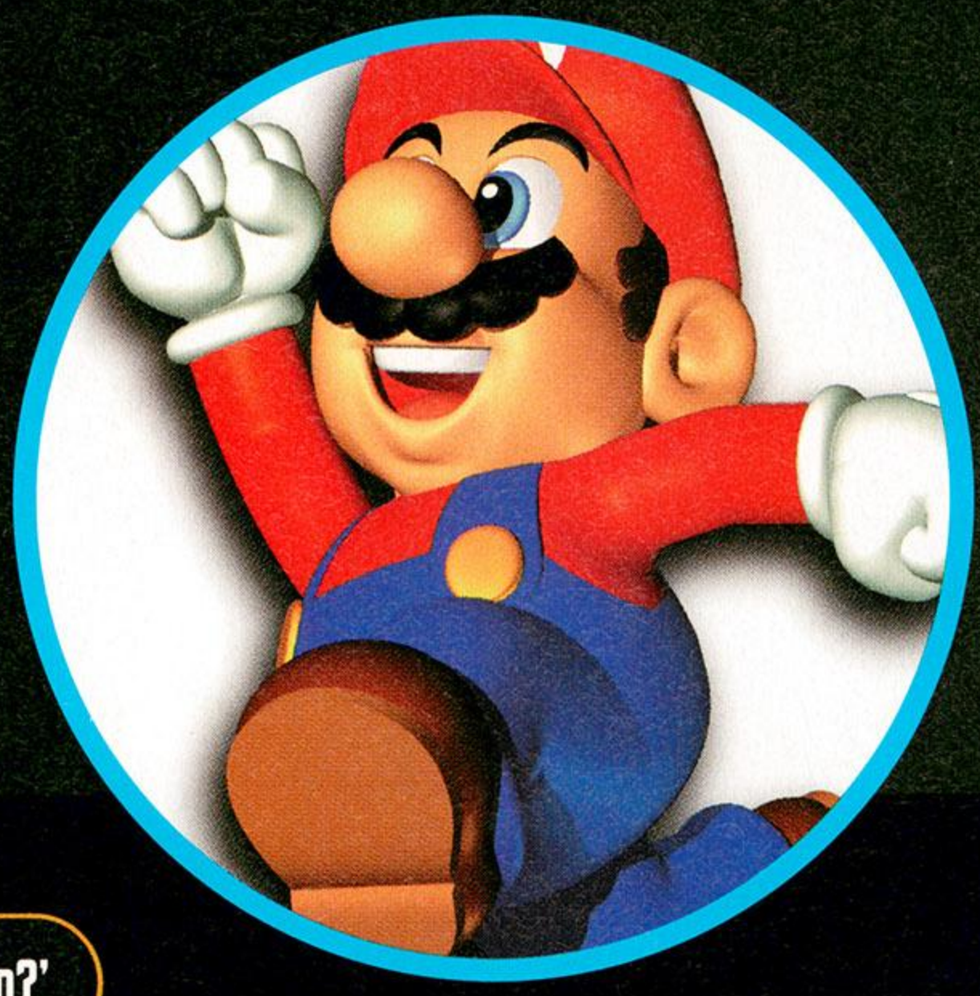
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PlayStation™

DOS AND WINDOWS 95

LIFE AFTER MARIO



Across the gaming universe, people are asking 'What's next for Nintendo?'

So you've bought your N64 and you're quickly closing in on 120 stars. You've soared through the skies in *PilotWings*. You've back-ordered your green, red and black controllers and, though you have no idea what it's for, you even bought a memory cartridge. So far, everything's been great and you're getting ready to call all your Saturn and PlayStation owning friends and declare the N64, 'the greatest purchase of your life' when it suddenly occurs to you to ask, 'What's next?'

For the past few months, the lion's share of videogame hype has been focused on the N64 and all the magical things it can do. The only problem is that, as is often the case, so far the hype is largely based on the promises of Nintendo without the games to back it up. Sure, *Mario* and *PilotWings* deliver in a big way on the promises of never-before-seen graphic quality and enormous 3D worlds, but it's commonly known that these games were in development for years and have enjoyed the special attention of Nintendo. And what about the rest of the titles we were promised? Where are the fighting games, the racing games, the shooters and the sports games? This month, we answer those and many other questions you may be having about the future of N64. And just in case you're starting to get antsy about the lack of software for your new gaming mega-machine, you might want to wait until you see what's coming this holiday season.

What's Coming this Holiday Season?

Availaible before the end of the year are: *WaveRace 64, Cruis'n USA, Killer Instinct Gold, Tetrispheare, Star Wars: Shadows of the Empire, Blast Corps, Mortal Kombat Trilogy, Wayne Gretzky Hockey, Turok* and *NBA Hang Time.*

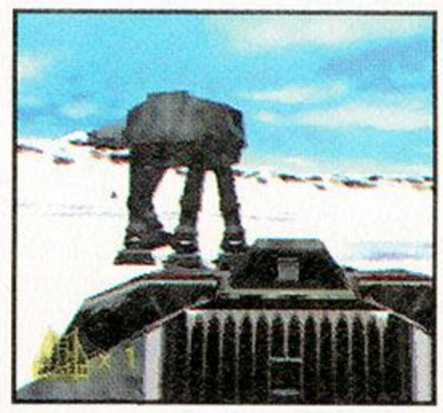


Where Are My Third Party Games?

Since my N64 system is obviously the best machine on the market, why aren't third party publishers lining up to make games for the system? In some ways they are. The problem is not that third parties don't want to make games for the N64, but there are financial issues to consider. It's important to remember that beyond the additional costs of manufacturing a cartridge game, Nintendo has a very rigid exclusivity structure in place for the N64. What this means to third party publishers is that when traditionally they could makeup development costs by porting a game to many different systems, they will now have to make back all their money on the N64 alone.

There is also the issue of Nintendo's careful selection of companies which will be allowed to publish games on their system. The 'Dream Team' as they are known, are a hand picked group of developers and publishers currently working on N64 titles. This kind of careful control over what is published will undoubtedly mean less games than the competitior's systems, but it also means that the quality of titles is likely to be greater.

On The Inside



Shadows of the Empire



Killer Instinct Gold



Mortal Kombat Trilogy



Turok: Dinosaur Hunter

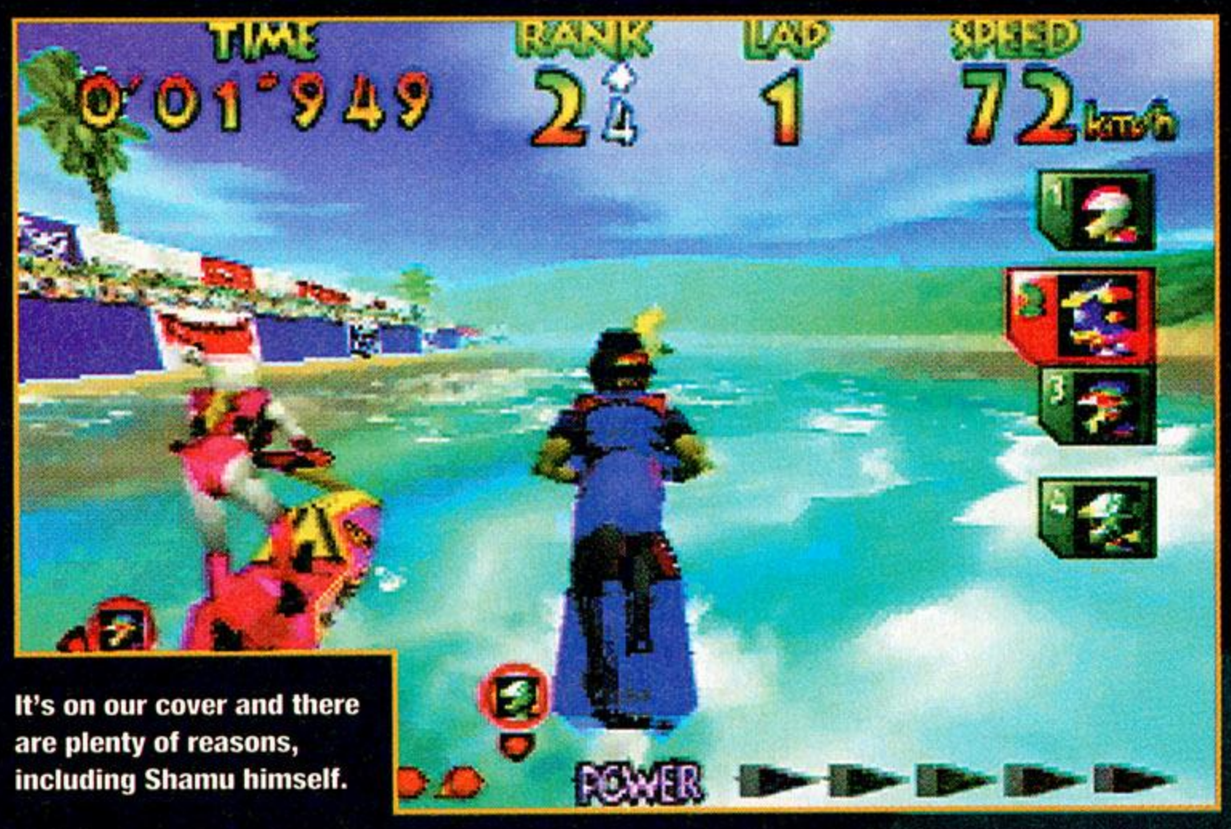
What Can't My N64 Do Well?

My new N64 is the most powerful home videogame system ever and that means that everything PlayStation and Saturn can do, it can do better, right? The truth of the matter is, that while the N64 can do some really great things, there are certain areas where the machine doesn't live up to the standards set by the 32-bit machines. The main constraint of the system as compared to the PlayStation and Saturn is in the cartidge vs. CD format. Plain and simple, the CD offers more storage space for the money and, unless the consumer is willing to pay for the excess ROM, the CD-based systems have an undeniable advantage. This doesn't mean that Nintendo can't make big adventure games like *Mario*, but there will be trade-offs such as limited space for texture-maps and music.

Perhaps the most significant issue with the cartridge format is going to be the price. This will be most noticeable when third party publishers start making N64 games and they refuse to take a financial bath on their product. This is when we're likely to start seeing those $80 price tags we've heard so much about when the system was first announced. The fact is, if third party publishers are going to continue to make games for the system, they're going to have to find a way to defray the costs of making cartridge games — enter the consumer.

WaveRace 64

We already gave you the lowdown on this monster hit last month and the full review this month tells exactly how impressive *WaveRace* is. Not only is it a completely realistic simulation, it's also a fast, deep, and challenging game that really lends a load of credibility to the N64's early launch roster. With *PilotWings, Mario*, and *WaveRace,* Nintendo has a big three that will be hard for anybody to match. Now, if games like *Turok, Shadows*, and *KI Gold* can make the same kind of impact, then the N64 is definitely going to be a great place to call home. If those games don't pan out, you've still got *WaveRace, Mario,* and *PilotWings*, and for many, that is enough.



It's on our cover and there are plenty of reasons, including Shamu himself.

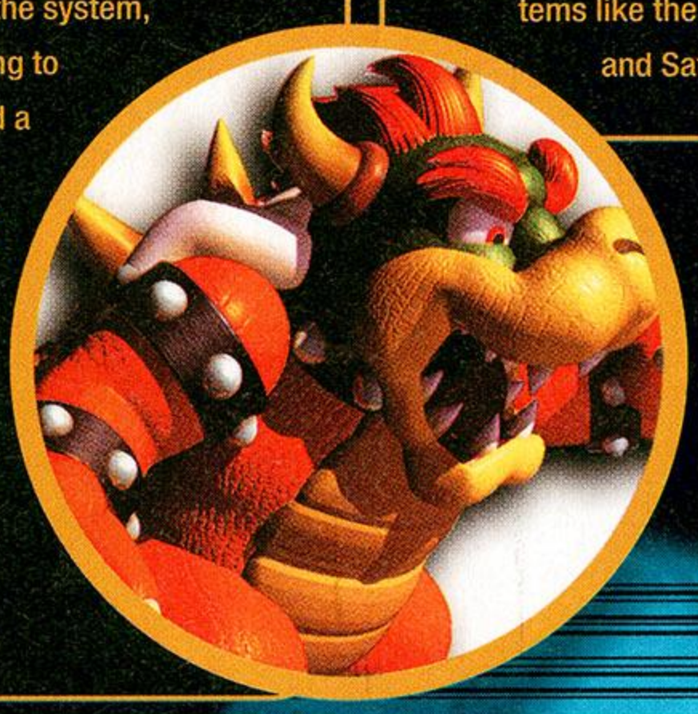




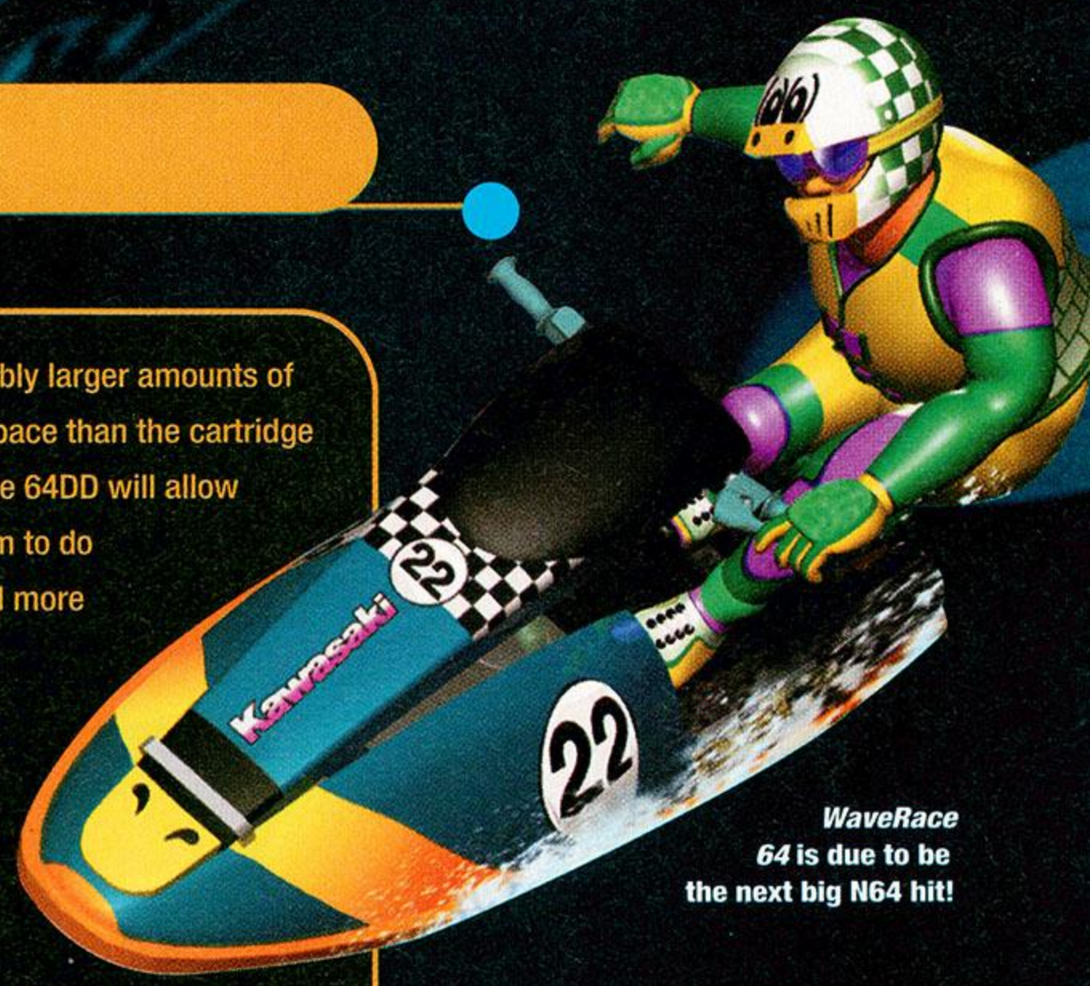
2 Awe-inspiring graphics and intense action make *WaveRace* what it is.
3 With four difficulty levels, there is plenty of competition.

Do I need the 64DD?

Why, if my N64 is already the greatest gaming machine ever, will I need to buy a hardware add-on in a few months? The 64DD (The Bulky Drive) is due to debut at the upcoming Shoshinkai show in Tokyo and will first be used with *Zelda 64* sometime next year. In many ways, the 64DD is a direct answer to the CD format of systems like the PlayStation and Saturn. Offering considerably larger amounts of storage space than the cartridge format, the 64DD will allow the system to do larger and more complex games like *Zelda 64*. In using this format, N64 games will be able to offer a huge variety of textures and enhanced soundtracks. This extra storage capacity combined with everything else the N64 can already do will truly make this system the king of the hill. Unfortunately the 64DD is predicted to come with price tag of about $200.



Is Nintendo just as territorial as Bowser?



***WaveRace 64* is due to be the next big N64 hit!**



Awesome handstands and 360's are just a part of the awesome fun that is *WaveRace 64!*

TUROK: DINOSAUR HUNTER

With its vast array of enemies, weapons, and enormous play levels, *Turok: Dinosaur Hunter* seems to indicate the that the Nintendo 64 will not only raise the level of gameplay, but will also elevate the offerings of some third party developers as well. The gameplay in *Turok* can best be described as *Doom*-like, but the game is an extremely good looking and playing clone that elevates the experience of first-person shooters to new heights.

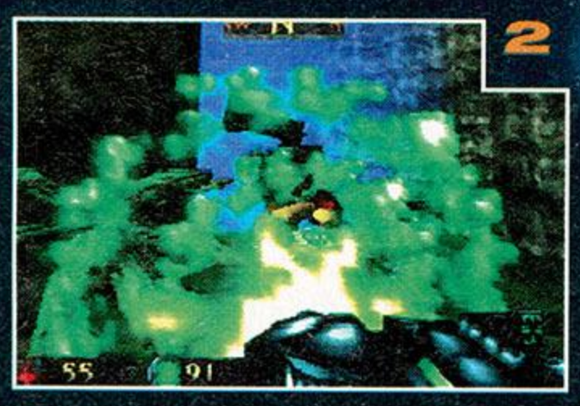
Of all the coming third-party N64 efforts, *Turok* is the title that seems nearest to completion. Fortunately, the game also seems to be the most intriguing and polished of the third-party efforts. Weapons range from a knife, to a variety of guns, a rocket launcher, an alien blaster, to most impressively, a weapon that spouts small nuclear devices. The targets of all these devices range from cavemen, warriors, and dinosaurs, to giant armored beasts. Even early in its development, it is evident that *Turok* will offer an abundance of blast-happy gameplay. Gamers should especially enjoy training their weapons on an already downed and dead target just to mutilate the corpse with a few more well placed rounds.

Play environments in *Turok* deserve special mention for the sheer size of each level and the variety contained within them. No longer is the gamer subject to dungeon after dungeon. A *Turok* level is more likely to require traversing through a jungle, then an exploration of a series of caves before finally requiring a trek up a mountain. The only question that remains is whether the depth exhibited in a single level is indicative of the overall depth in the game.



Overall, *Turok* seems to offer similar, but superior, gameplay to *Doom*, while exhibiting the graphic prowess of the N64. The only area that the restrictions of the cartridge-based nature of the system is apparent is in the limited number of texture maps that can be stored on the cartridge and thus, ultimately exhibited in the game. As a result, Nintendo 64 games already seem to have a particular 'look' to them, but it is a look easily overlooked considering the overall refinement of the gameplay and its visuals.





1, 2 Travel through time, meet interesting people, and kill them. There's really nothing sweeter than using technological superiority to toast a caveman.



Take the gameplay of *Doom* and add bigger, more open environments, along with a mind-boggling array of weapons and you'll begin to understand what *Turok* is all about.

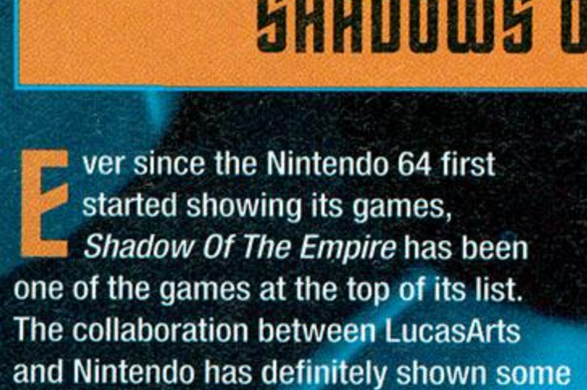
SHADOWS OF THE EMPIRE

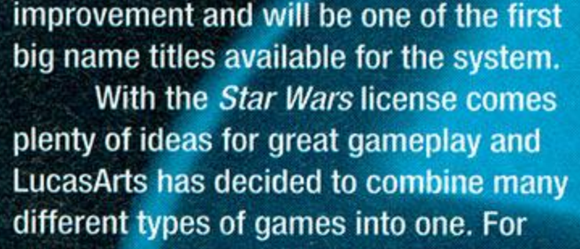
Ever since the Nintendo 64 first started showing its games, *Shadow Of The Empire* has been one of the games at the top of its list. The collaboration between LucasArts and Nintendo has definitely shown some improvement and will be one of the first big name titles available for the system.

With the *Star Wars* license comes plenty of ideas for great gameplay and LucasArts has decided to combine many different types of games into one. For example, you start off on the planet Hoth trying to take out an Imperial Walker with a snow speeder. This flying shooter is easily the most impressive level we've seen. The moment you manage to trip up the At-At and watch him fall to the ground is the pinnacle of this game. At ***ULTRA GP,*** we wouldn't have minded if they made the whole game like this level, but instead, they made most of the game a *Doom*-type 3D shooter, with a few variations on the old theme. You can walk around in the traditonal first-person view or pull out to a third-person view. All of these views are done exceptionally well and can be pulled off on the fly. Another level has you racing a sand-speeder through town and while this level isn't the most exciting, it does showcase the speed of the N64. Perhaps the most disappointing levels were the track-based shooters, where you sit inside your ship and fire relentlessly at the onslaught of enemies. If it controlled more like the snow-speeder level, it could've been interesting. Instead, it is quite monotonous.

Shadows does a great job of showcasing many of the N64's capablities. This game alone shows that the N64 can successfully pull off a 3D shooter, a racing game, a *Resident Evil*-type game, and a flight game like no other system. Walking right up to the walls in *Shadows* reveals no pixels; just a silky-smooth surface. Likewise, try to find draw-in in the sand-speeder race. There isn't a lick of it, even at top speeds. One glimpse at the explosions in the ice levels and you'll know the N64 is going to be the machine with the best special effects.

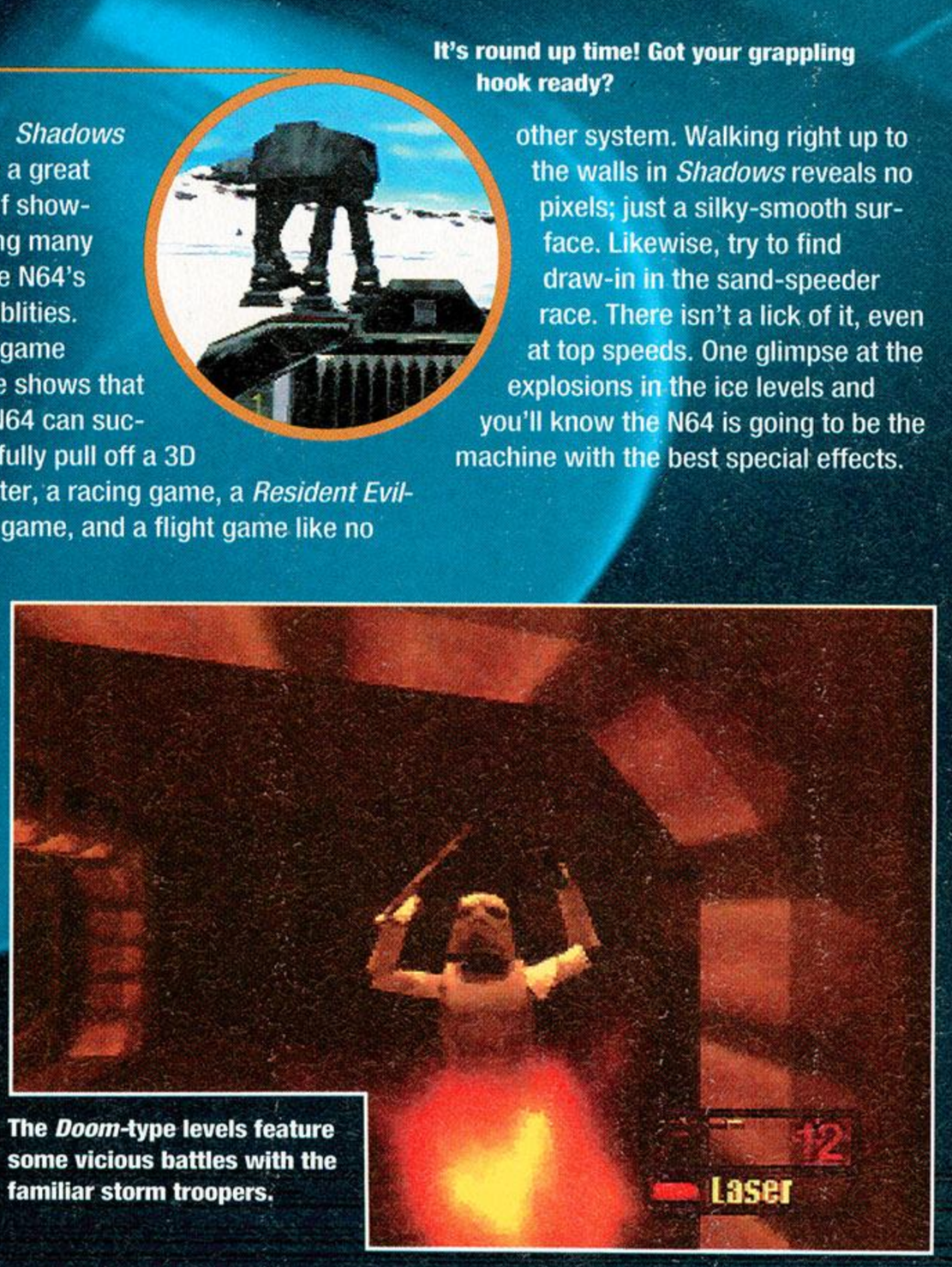
It's round up time! Got your grappling hook ready?





1 Taking out the AT-AT in the Hoth level is the highlight of *Shadows.*

2 With all the variety in *Shadows,* it's hard not to find one type of game to love.



The *Doom*-type levels feature some vicious battles with the familiar storm troopers.

MORTAL KOMBAT TRILOGY

The more pessimistic gamers out there may take the inclusion of *Mortal Kombat Trilogy* within the first group of software available for the Nintendo 64 as a sign that Nintendo is a little desperate to get a game out there. After all, the Nintendo 64 is supposed to be about revolutionary new videogames and *MK Trilogy* could be considered a rehashed collection of games already available on other gaming systems. But *Mortal Kombat* is the type of series that boasts an almost fanatical following and there have been enough new twists included in the N64 version of the game to make it a welcome new addition to the series.

The most obvious advantage of *Mortal Kombat Trilogy* is the inclusion of all three *Mortal Kombat* games (including *Ultimate Mortal Kombat 3)* in one convenient package, but the most desirable feature is the ability to play characters from any version against characters from any version regardless of which game they are originally from. Without even considering hidden items and characters, *MK Trilogy* will offer 26 kombatants and about 27 backgrounds for intense uncensored battles. Early indications that Johnny Cage would be the sole missing character (because of a monetary dispute with the actor) have been avoided by the hiring of another actor by Williams Entertainment and the reshooting of all of his moves. In addition to the inter-version gameplay, *Mortal Kombat Trilogy* will also allow for four-player play and there will also be new fatalities and babalities to compliment the complete collection from every version of the arcade games.



Though this array of gameplay enhancements will make *MK Trilogy* a must have for fans of the series, there are no plans for an enhancement of the graphics to take advantage of the Nintendo 64's capabilities. Still, *Mortal Kombat Trilogy* is a highly anticipated title that should serve to anchor the fledgling N64 system.





1 ***MK Trilogy*** **should be the best looking game of the series but due to the memory limitations of the cartridge forat, it may not be the smoothest.**

2 Confirmed kombatants for ***MK Trilogy*** **number 26, but hidden characters could stretch that number to 30.**



Regardless of which ***Mortal Kombat*** **game is your favorite, Sub Zero will be available for kombat duty.**

KILLER INSTINCT GOLD

When *Killer Instinct* first hit the arcades, it had gamers all over the world drooling over the prospect of what was then called Project Reality. The rendered characters were a first and the supposedly N64-based hardware teased gamers with what was to come. Thankfully, nearly two years later, we have found out that the technology in the N64 is far superior to that used on *Killer Instinct* and *Cruisin' USA*. Now the question is how is Nintendo going to update these games to take advantage of the impressive hardware?

In the time it took Nintendo to finally release the long-awaited N64, *KI 2* had already been made for the arcades. Therefore, *Killer Instinct Gold* is born, a combination of both *KI* and *KI 2,* along with some upgrades for the N64. The most noticeable upgrade is in the backgrounds, where a much more 3D feel is put in to some backgrounds, with the inclusion of polygons. The characters are still rendered sprites and the play is still entirely 3D, but at first glance, *KI Gold* looks even better than the arcade. All the characters from *KI* and *KI2* are in the game and you can make their costumes nearly any color you like. Once you take to the ring for a fight, the game plays very much like its arcade predecessors.

The version of *KI Gold* that we were able to play looked real nice, but some system limitations were immediately evident. The biggest problem is the lack of animations. With the limited memory on the cart, the developers weren't even able to come close to the number of animations that were in the arcade. Still, fans of the *KI* series are likely to enjoy this game anyway, even with the N64 controller. It's been proven in games like *Mario* and *PilotWings* that the N64 controller is great, but in a fighting game like *KI Gold*, the different sized buttons actually cause some problems. While the Saturn and PlayStation both boast a great selection of 3D and 2D fighting games, the N64 only has two 2D fighting games that are quite old. Vic Tokai is working on the a 3D fighting game for the N64 that could silence all the critics, but at least the N64 does have two of the most popular fighters on the market, just not the two best.







1 All the usual ***KI*** **moves and characters are together for one big brawl...**

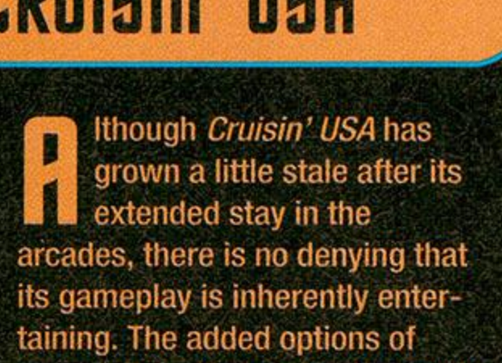
2 ...that is, until you see the somewhat choppy animation.



KI Gold **looks even better than the arcade versions.**

CRUISIN' USA

Although *Cruisin' USA* has grown a little stale after its extended stay in the arcades, there is no denying that its gameplay is inherently entertaining. The added options of removing traffic and/or competing racers combined with a split-screen versus mode are the only indicated changes for the home conversion. *Cruisin' USA* can't really be considered a top-tier Nintendo 64 title, but the addition of an arcade-perfect (Nintendo claims arcade-superior) racing game does nothing but strengthen its line of initial offerings.







1 No longer state-of-the-art, *Cruisin' USA* is still good old fashioned fun.

2 A nice variety of vehicles is one of the game's strong points.

3 Road trips and speeding — the American dream incarnate.



TETRISPHERE

Of all the '96 release titles for the Nintendo 64, *Tetrisphere* has received the least amount of publicity. This is partly due to the fact that not much information has been released by Nintendo and partly because the puzzle genre just doesn't create that much of a buzz. If nothing else, *Tetrisphere* will give the Nintendo 64 a presence in yet another genre. It is hard to imagine *Tetrisphere* benefiting from the power of the N64, but puzzle games and their addictive gameplay are an welcome addition to any line up. Besides, it's a *Tetris* game; how bad could it be?

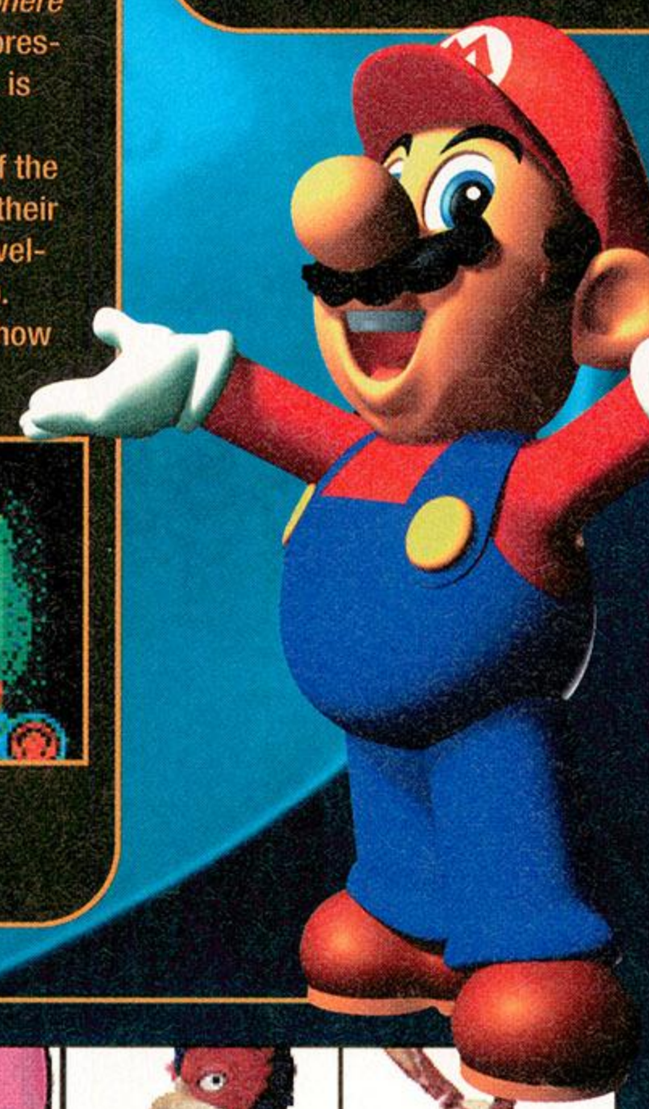


BLAST CORP

While most Nintendo games are elegantly designed and possess a refined nature, *Blast Corp.*'s gameplay centers around the wanton destruction of everything. Tied together by a storyline about a malfunctioned missile carrier, the game will offer about 60 levels of piloting different vehicles in order to destroy as much as possible in order to acquire cold, hard cash. Certainly the gameplay seems rather straight forward with the power of the N64 seemingly diverted to the graphic depictions of the mass destruction instead. There really hasn't been many additional details released about this game, but with Nintendo at the helm, it should be a smashing good time.



After all the cutesy fun of *Mario*, gamers should welcome a game focused on mass destruction.



WAYNE GRETZKY

Anyone who knows the history of Nintendo knows that they have a long standing reputation as the worst system for sports games. Many people believe that it was the Genesis' superior sports games that allowed Sega to compete with Nintendo. Therefore, many people have been asking about the N64 and its sports games. Wel, the good news is that there is a sports game out by this Christmas and an incredible-looking one at that, but the bad news is that *Gretzky* isn't a sports simulation and no companies have any definite plans for sports simulations. If Nintendo can get the kind of installed base that many expect, then companies like EA will start to focus on making revolutionary sports games for the N64, but until then, impressive arcade-style games like *Gretzky* and *Ken Griffey Jr.* are all that's to be expected.





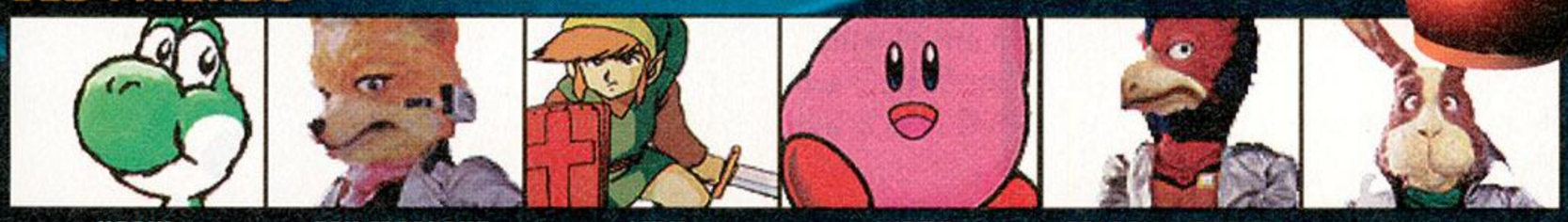


1 Easily the best graphics for a sports game ever.

2 The different views give you a great choice.

3 Even in close, Gretzky looks simply amazing.

OLD FRIENDS



YOSHI FOX MCCLOUD LINK KIRBY FALCO LOMBARDI PEPPY HARE

CAN I GET MORE N64 GAMES FROM JAPAN?

We can suggest that it is possible to modify your American N64 to play Japanese imports (but that's as far as we can go), and there are some great titles due out in Japan for this holiday season. Most, if not all of these titles will eventually make it to the US, but if you just can't wait...

THE FOLLOWING FROM JAPAN:

Mario Kart R

If you're even going to pretend to be a Nintendo fan, then you better act like you already knew about this title. A 64-bit upgrade to the extremely enjoyable 16-bit racer, *Mario Kart R* is sure to be a hit in Japan when it debuts in November. With up to four-player split-screen mode, this cartoon racing/battle game will demonstrate some of the incredible 3D capabilities of the N64, while maintaining that cute and cuddly look of the franchise. If there was a game worth importing this holiday season, this could certainly be the one.

Golden Eye

Also due out in November, *Golden Eye* is a licensed 007 game for the N64. Developed by Rare, many believe this title to be the answer to Sega's *Virtua Cop* and Namco's *Time Crisis.* Though the irony of an American-licensed game based on a British character being released first in Japan is almost too much to bear, it's unfortunately beyond our control. The best we can do is to cross our fingers and hope the game makes it to the US shores in a hurry.

Body Harvest

Definitely one of the most innovative N64 titles, the premise behind *Body Harvest* finds the player in the role of defending the earth from alien invaders. With the ability to jump in and out of various vehicles, success in this action game will depend on your ability to master each vehicle and its destructive functions. Due out in November for the Japanese market, *Body Harvest* will not make it to the US until next year.

Kirby's Air Ride

Due out by the end of the year in Japan, *Kirby's Air Ride* is the debut appearance of *Kirby* on the N64. Another in Nintendo's list of cutesy titles for the N64, *Kirby* reportedly rides a star through a brightly colored world of happy characters. Viva la Kirby!



Star Fox 64

Slippy and the rest of the gang are back. Well, back in Japan anyway. With 3D graphics that go light-years beyond the Super NES version, *Star Fox 64* is sure to be one of the hottest N64 games on the market. While games like *Mario 64* certainly hinted at the graphic prowess of the N64, it will be flashier titles, like *Star Fox 64,* that really push the machine to its limits.

Buggie Boogie

The name pretty much says it all. *Buggie Boogie* from Nintendo is another in the quickly growing list of action games for the N64. Due out in Japan for December, this title is scheduled for US release sometime next year.

Yoshi's Island 64

The first 2D N64 action game from Nintendo, *Yoshi's Island 64* is one of the most highly anticipated games in Japan and is sure to make a similar impact in the US. All your favorite characters are back in this bigger-than-ever adventure from the minds that brought you the magic of *Mario*. Set to hit the Japanese market in December, Santa won't be carrying any of these babies to the US. Maybe the Easter bunny will have some extra room in his basket.

F-Zero 64

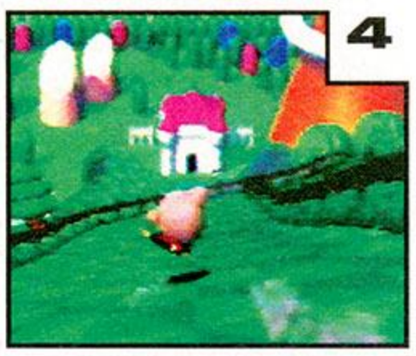
When the original *F-Zero* released for the Super NES, gamer's were floored by the incredible graphics and Mode 7 magic. When *F-Zero 64* is released for the N64, those same gamers are sure to be floored all over again. While Nintendo is keeping a tight lid on this one so far, its destined to be another ground-breaking title for Nintendo.













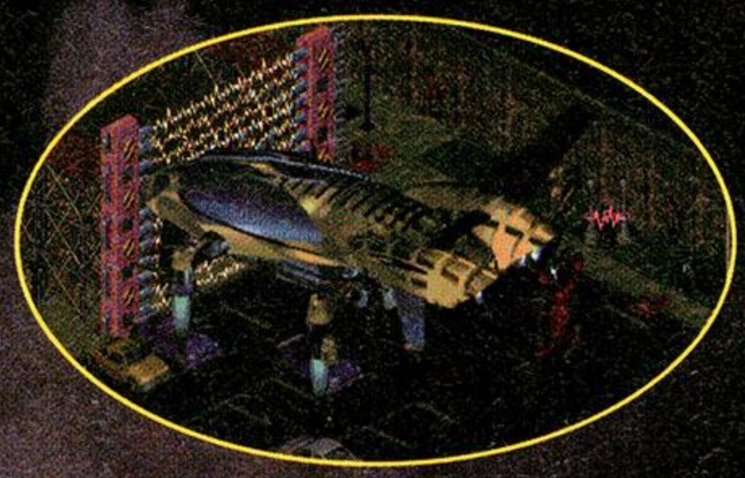
1 ***Mario Kart R*** **is a 64-bit update to one of the Super NES' most entertaining titles ever.**

2 Fast shooting action comes home for the N64 in ***GoldenEye.***

3 The fate of the free world is in your hands — welcome to ***Body Harvest.***

4 One of Nintendo's cutest inventions to date, ***Kirby*** **comes to the N64.**

5 Slippy and he boys are back in this 64-bit version of ***Star Fox.***



You are here



... and here

TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
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WE EXPECT YOU TO BE IN THREE.



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VIDEO GAME

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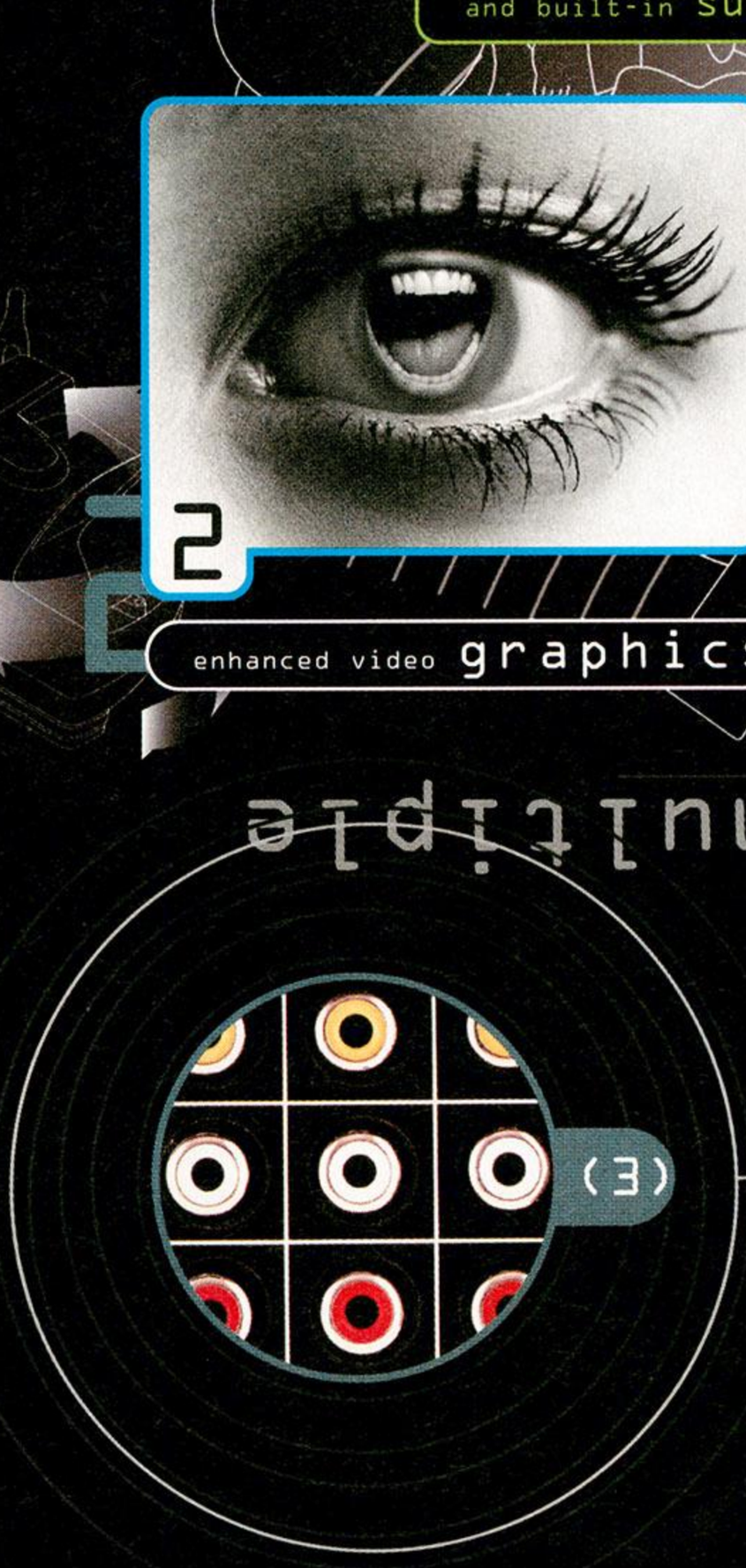
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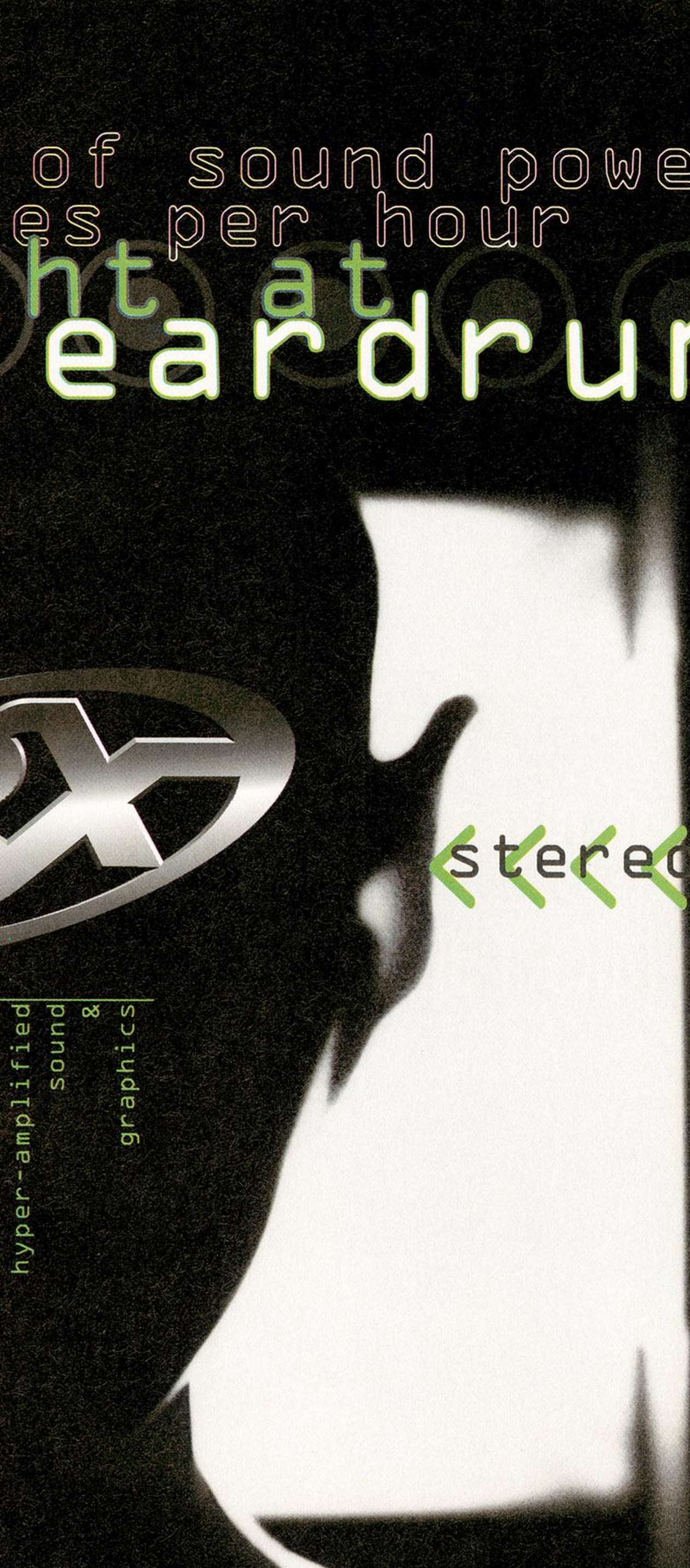
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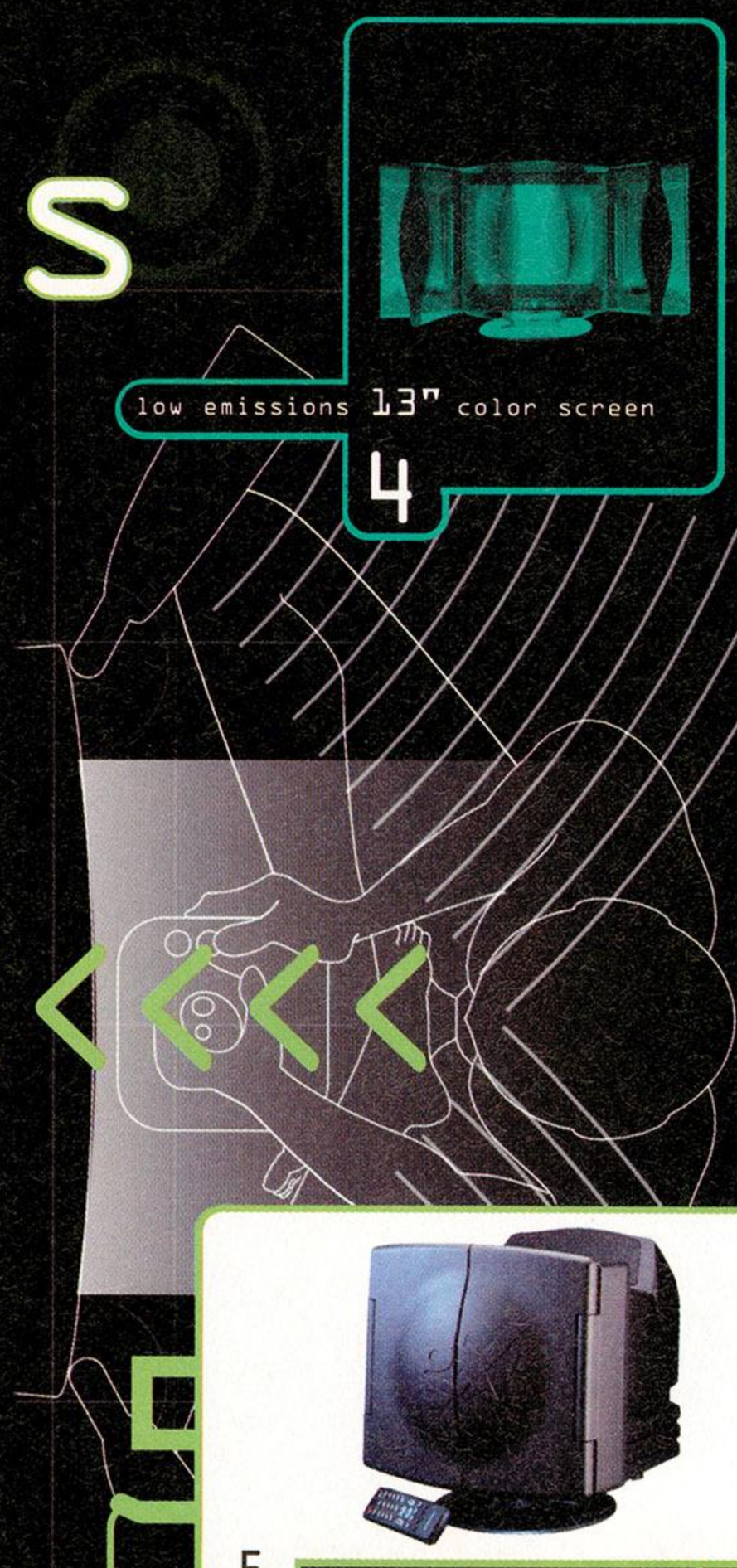
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Twenty-six have been given life, and twenty-six will take it away.

26 characters. 29 play levels. Playable bosses from the past.

It's not Mortal Kombat, it's all previous arcade MK's crammed into one.

MORTAL KOMBAT® TRILOGY®

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PlayStation

NINTENDO 64

MATURE M AGES 17+ CONTENT RATED BY ESRB

MIDWAY

PREVIEWS

Want the latest pics and info on the newest games? We got it.

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062 Persona

055 Prey

077 Red Alert

054 Resident Evil 2

071 Sega Touring Car

044 Street Fighter EX

045 Tenka

058 Twisted Metal 2

075 Unreal

045 Wave Runner

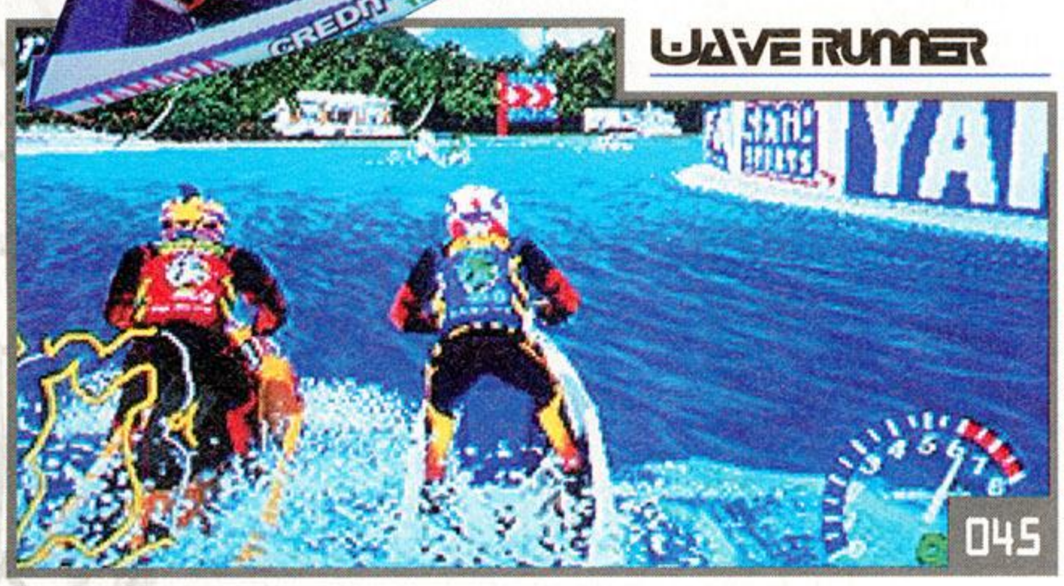
057 X-Men vs. Street Fighter

Where will you go when you want the latest sneak peeks at all the hottest new videogames? Isn't it really obvious? You're going to come right here — to the *ULTRA Game Players* Previews section, of course!

So what are you waiting for? Turn the page and let's get right down to it! We've got a whole bunch of comprehensive, in-depth previews just waiting for you to sink your teeth into. Enjoy!!!



Ride the wind — and the waves — with *Wave Runner*, on page 45.



COOL BOARDERS



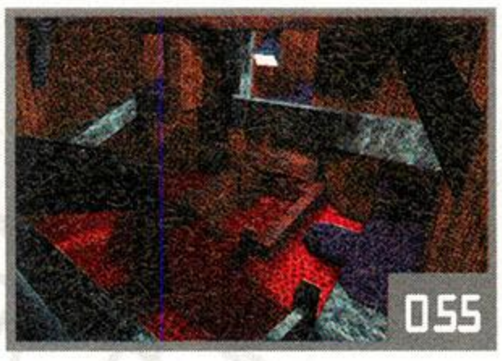
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PERSONA



PREY



Street Fighter EX

SYSTEM: ARCADE
PUBLISHER: CAPCOM
DEVELOPER: X
RELEASE DATE: DECEMBER

It may not be Street Fighter III, but at least it's 3D

Rumors of *Street Fighter III* have been floating around for over a year and many people assumed that Capcom would go 3D. We now know that *Street Fighter III* is 2D, but for those who were craving a bit of 3D *SF*, you don't have to wait long.

Street Fighter EX (Street Fighter Gaiden in Japan) is on its way to the arcades. The game is being done on Sony's system 11 board, which is the PlayStation-compatible board that has played host to *Tekken, Tekken 2, Soul Edge,* and *Star Gladiators.* Surprisingly, the game is not being done by Capcom. Instead, they have handed over the project to an outside developer. Having worked on *Tobal No.1* and *Tekken,* members of this development team have the experience that Capcom lacks in 3D fighters. Perhaps that explains why Capcom has let somebody work on its premiere title. In fact, looking at the screen shots, you see the obvious similarities between *EX* and *Tekken.* The characters, backgrounds, and special effects all have a real *Tekken* flare.

According to Capcom, the main focus of *EX* is to deliver a faster, more intuitive 3D fighting game. In other words, to take the dramatic look of a 3D fighter and incorporate the faster 2D play. One thing is certain, every *Street Fighter* fan out there has to be dying for a chance to see RYU's dragon punch in all its polygonal glory.



How long have we waited to see the Dragon Punch in 3D? It looks almost as good as we imagined.

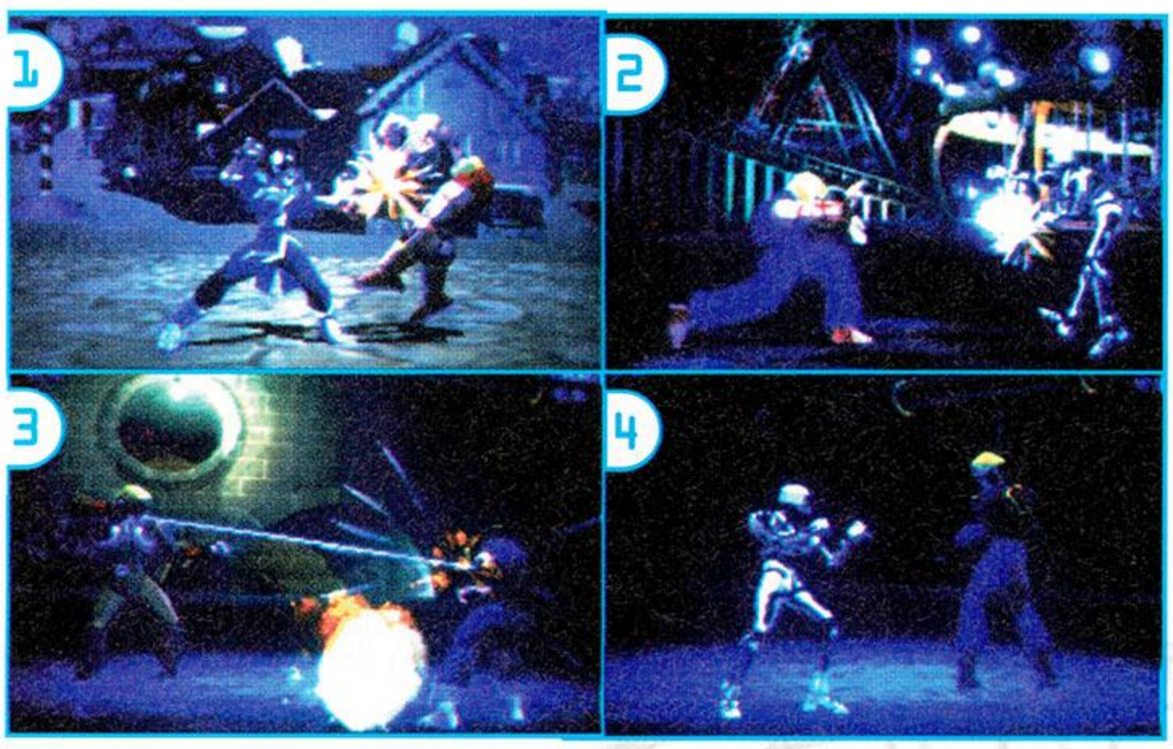
Street Fighter EX won't make it to most arcades until at least December, but it should be worth the wait!



1 Some of the dramatic light-sourcing looks amazing. 2- 3 Smooth effects and solid characters should make *Street Fighter EX* one of the most anticipated games this season.



Get those fireball chops ready for some 3D street fighting.



1 Chun-Li in 3D, oh yes. But what happened to her *Alpha* outfit? 2 Perhaps the best thing about *EX* is that because it's on the system 11 board, we can expect a PlayStation version shortly. 3 The blocky characters look a lot like *Tobal No. 1.* 4 The three-leveled super meter is going to work much like the one in *Alpha 2* or *X-Men.*



1- 3 Going to the air has always been a big part of *Street Fighter*, yet no 3D game has managed to incorporate that element as of yet. Maybe *EX* will be the first.

WaveRunner

SYSTEMS: ARCADE
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: DECEMBER

Still wondering how arcades manage to maintain an edge over the home market, when consumer technology continues to improve at an alarming rate? The fact of the matter is that the home market will never be able to simulate the quality of deluxe arcade units like Sega's latest creation, *WaveRunner*. With an actual Yamaha jet ski cabinet built into every unit, Sega worked closely with the jet ski manufacturer to recreate the unique feeling of riding one of these vehicles.

Speeding through one of two different courses with seven other competitors offers all the excitement of a high-speed racing game, combined with the exhilarating experience of the world's greatest water sport. It's likely that we'll have some kind of Saturn translation of *WaveRunner* next year, but without the actual jet ski to climb aboard, it just won't be the same.



Racing through the lush tropical environment, *WaveRunner* is an exciting escape for arcade fans.



1 Take to the air in this ultra-realistic jet ski simulator. 2 Racing up to seven other jet skis, the competition in the tight island channels can be pretty intense. 3 With amazingly detailed backgrounds, *WaveRunner* really stretches the limits of the Model 2 arcade board. 4 Designed in cooperation with Yamaha, *WaveRunner* stops just short of the real thing.

Codename: Tenka

SYSTEMS: PLAYSTATION
PUBLISHER: PSYGNOSIS
DEVELOPER: PSYGNOSIS
RELEASE DATE: 1ST QTR '97

Psygnosis continues to churn out impressive PlayStation titles, and *Codename: Tenka* is no different. Instead of just porting over a PC shooter to the PlayStation, Psygnosis is attempting to create the first real 3D PlayStation shooter.

Creating *Tenka* specifically for the PlayStation has allowed Psygnosis to take advantage of the strengths of the system, but the feature that really sets *Tenka* apart from other *Doom*-clones is the true 3D nature of gameplay. Not only are all the enemies polygonal (no more nasty, flat sprites), but movement and shooting are truly 3D. You actually have to aim up or down to take out enemies. This would normally be extremely difficult, but the innovative laser sight allows you to see exactly where you are aiming. This pin-point accuracy allows you to do things like shoot off an enemy's arm, leg, or go for the head.

Even in the early stages of development, *Codename: Tenka* stands out as an exceptional and innovative title.



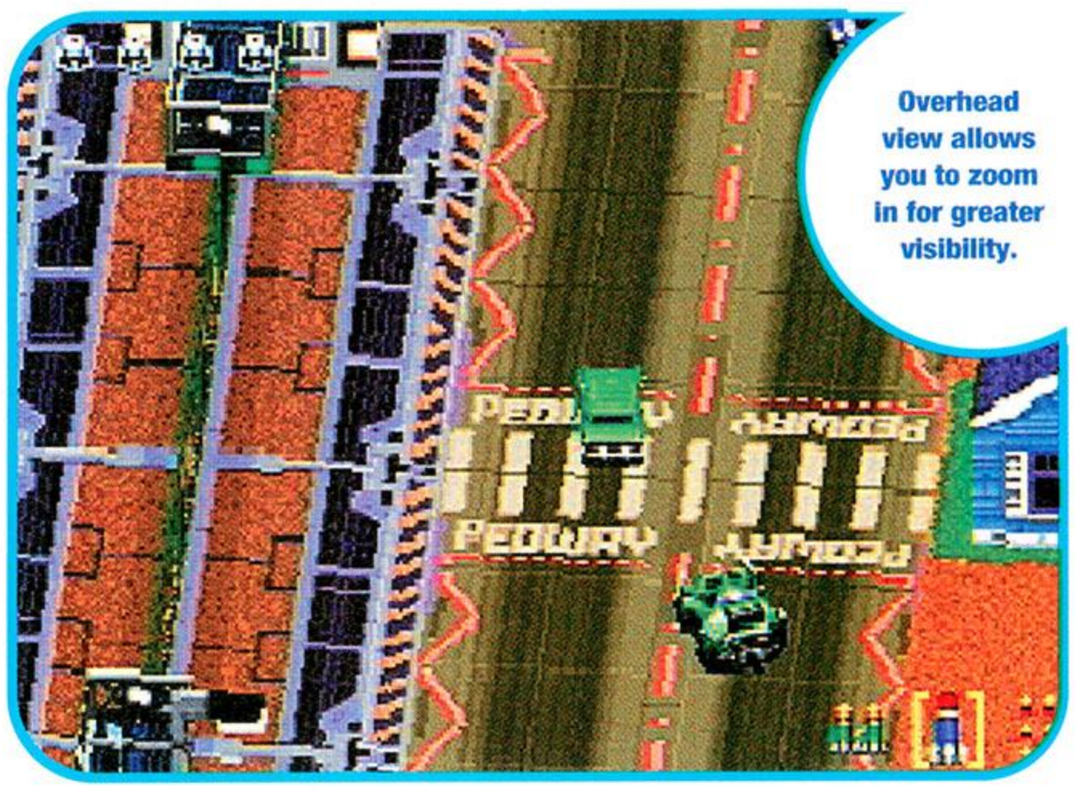
Shoot off the mutant's leg and all he can do is run in circles. It's fun to watch and a great way to save bullets.



1 The laser sight allows you to shoot wherever you want with incredible accuracy.
2 The dark corridors are beautifully lit and give a true sense of 3D.
3 All the ammo information is displayed right on the gun, which puts the player deeper into the world.

Crimewave

SYSTEMS: SATURN
PUBLISHER: EIDOS
DEVELOPER: EIDOS
RELEASE DATE: NOVEMBER



Overhead view allows you to zoom in for greater visibility.

Every once in a while, a game comes along that simply screams fun. *Crimewave* is shaping up to be exactly that kind of game. The object is to race through busy city streets in hot pursuit of fleeing criminals and then destroy them with extreme prejudice. For doing so, you're rewarded with increased firepower and greater access to the city.

What makes the pursuit so challenging is the fact that *Crimewave* actually simulates a realistic traffic model with a large number of innocent cars cruising the streets. As you blow through an intersection, for example, you're likely to be broadsided by a car passing through from the other direction, giving the fleeing car just enough time to escape. Of course, if necessary, you can destroy innocent cars and personal property, but you'll be penalized for doing so. Having full access to the 3D terrain also means you can create short cuts through people's yards, parking lots or whatever else you can drive through. Creating a very nice blend of overhead, micro-machine-style driving with real 3D vehicles and elaborate structures, *Crimewave*'s eight enormous levels have a look and feel of their very own.





With elaborate city designs, each level allows for a significant amount of exploration.

1 Full access to the 3D terrain often finds you in unusual places. 2 Don't worry about cutting through someone's lawn. 3 Chasing criminals requires sophisticated driving skills.

Nanotek Warrior

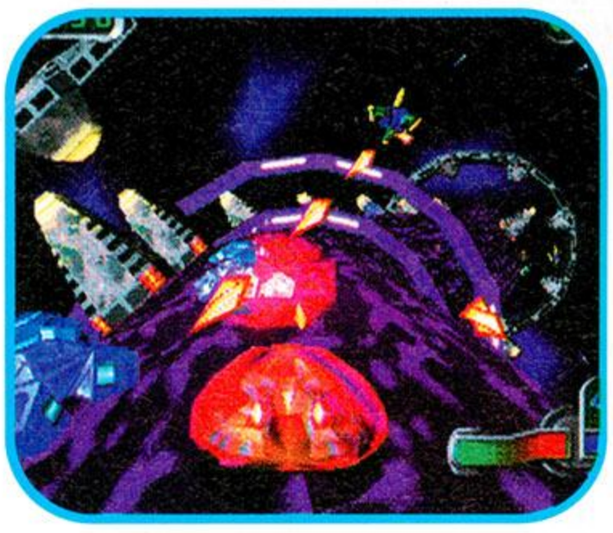
SYSTEM: PLAYSTATION
PUBLISHER: VIRGIN
DEVELOPER: TETRAGON
RELEASE DATE: DECEMBER



1 With the ability to circle the track, each run through the level can be a little different.
2 Awesome special effects add to the enjoyment of using some of the bigger guns you'll find later in the game.
3 Very different from the rest of the game, the boss stages have a charm of their very own.

Well, if there's one kind of game that all but disappeared with the 16-bit generation, it's the space-shooter. Perhaps game makers simply thought there was nothing left to do in the genre, and therefore, were unwilling to try. It's very possible they were wrong, and *Nanotek Warrior* from Virgin is likely to be the game that proves it. Not exactly overwhelming at first, this forward-scrolling PlayStation shooter is the kind of game you pick up just to pass the time and suddenly realize that you've spent an hour working your way through its devilishly clever 3D levels.

According to game producer, Mark Skaggs, 'We wanted to go for a game that would have you saying, 'I can't stop playing.'' Inspired by the early arcade games of companies like Williams, the development team focused not on the flashy extras so common to the industry today, but rather on rewarding gameplay and fun. From our early look at the game, it's well on its way to doing just that and with a few flashy extras thrown in for the hell of it.



As you barrel down the track, it's important to clear yourself some kind of path.



If you're not into high-speed action games, don't bother with *Nanotek Warrior*.

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Daytona USA C.C.E.

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: DECEMBER

The only thing longer than the name is the list of improvements

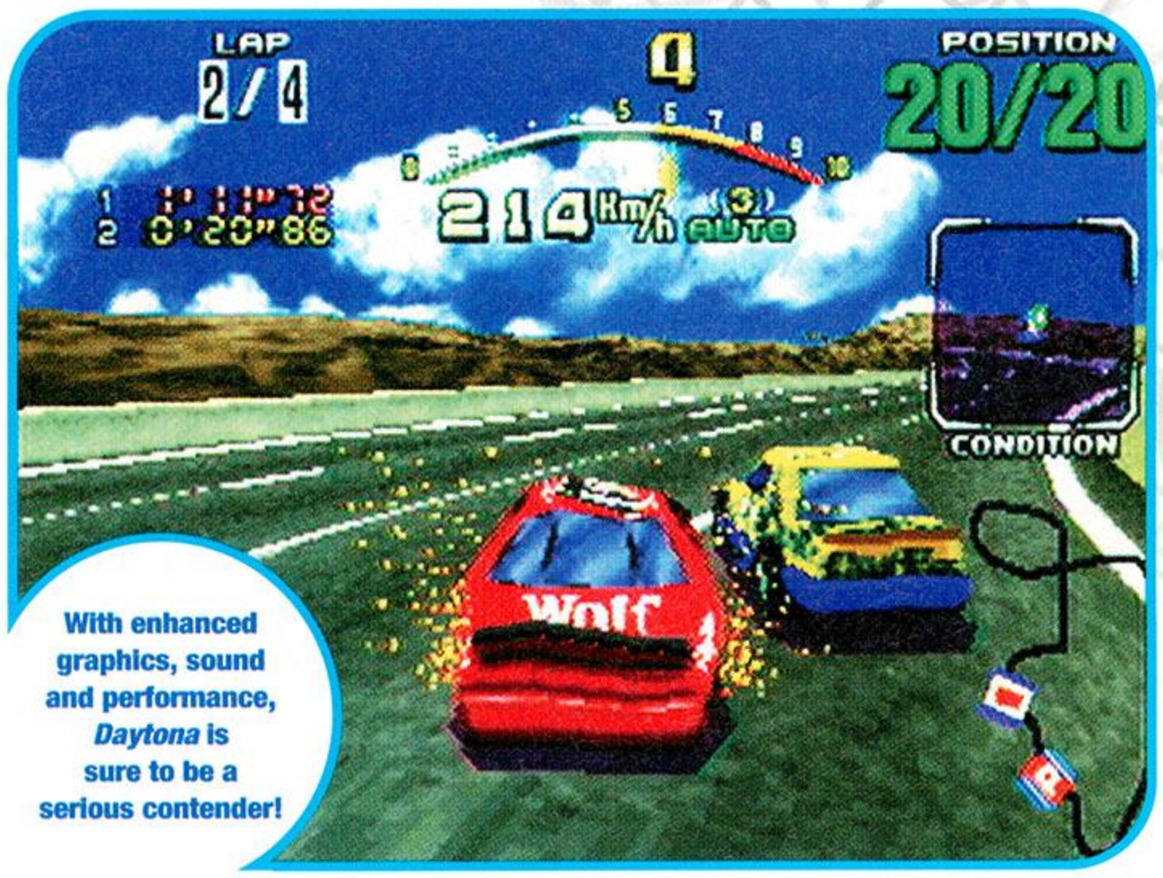
When the Saturn launched, it was accompanied by two arcade 'power titles', namely *Virtua Fighter* and *Daytona USA*. Unfortunately, both titles suffered from serious technical flaws, such as polygon drop-out and low frame rates. A few months later, Sega released *Virtua Fighter Remix* and suddenly gamers believed in the power of the Saturn again. With the release of *VF Remix*, however, people started to wonder where their *Daytona Remix* was. Now, more than a year later, we have *Daytona USA Championship Circuit Edition* which promises to be a vast improvement.



1 Even the soundtrack has been redone for this update.
2 One area that the first *Daytona USA* wasn't lacking in was gameplay — expect the same in *Circuit Edition*.
3 With a total of eight cars to choose from, each player should be able to find one they like.

Daytona CCE is Sega's way of saying 'We're sorry for making a mediocre port of such a great game. Now, here's a little something extra for you.' Utilizing the exceptional engine developed for *Sega Rally*, this update should eliminate many of the problems of the original. Beyond the greatly improved graphic detail and frame-rate, the 'little something extra' includes a remixed soundtrack, new cars, two new tracks (as well as upgraded versions of the original three) and a two-player mode. According to American Producer, Jerry DeYoung, 'Everyone loved the first one, but the biggest drawback was that it was only a one-player game. The two-player mode adds more replay value to something that was already good.'

In offering more than just enhanced graphics, Sega feels *Daytona CCE* is more of a sequel than a remixed version of the original. Either way, knowing AM2 and the *Daytona* franchise, we should all be expecting an exceptional racing game for the Saturn.



With enhanced graphics, sound and performance, *Daytona* is sure to be a serious contender!



The two-player mode is something that was sorely missing from the original.



1-2 A much closer match to the original arcade version, the graphic quality of *Daytona USA CCE* is greatly improved over the original Saturn port. 3 To enhance performance, Sega called on the power of the spectacular *Sega Rally* engine. 4 One great feature kept the same from the original is the choice of four different camera views.



1-3 With two new tracks, this game will offer something new even for the most die-hard *Daytona* veteran. Known for their first-rate track design, the two new tracks will surely offer all new thrills and challenges.

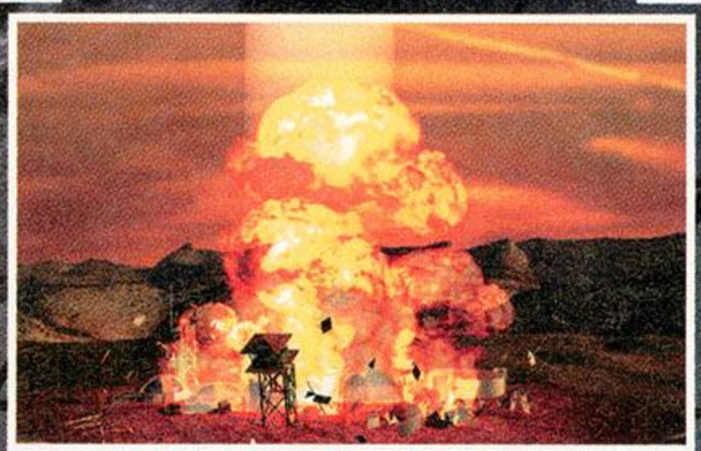
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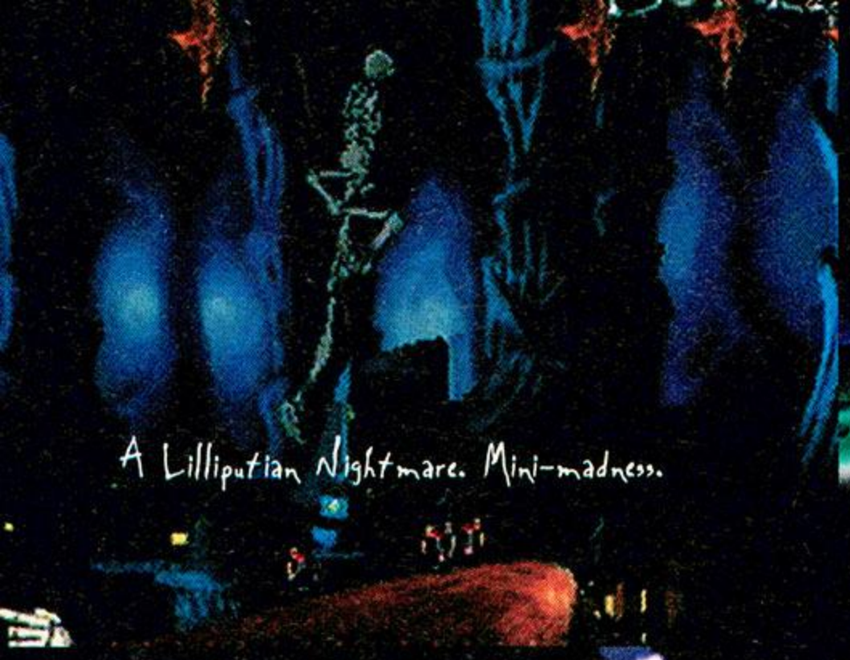
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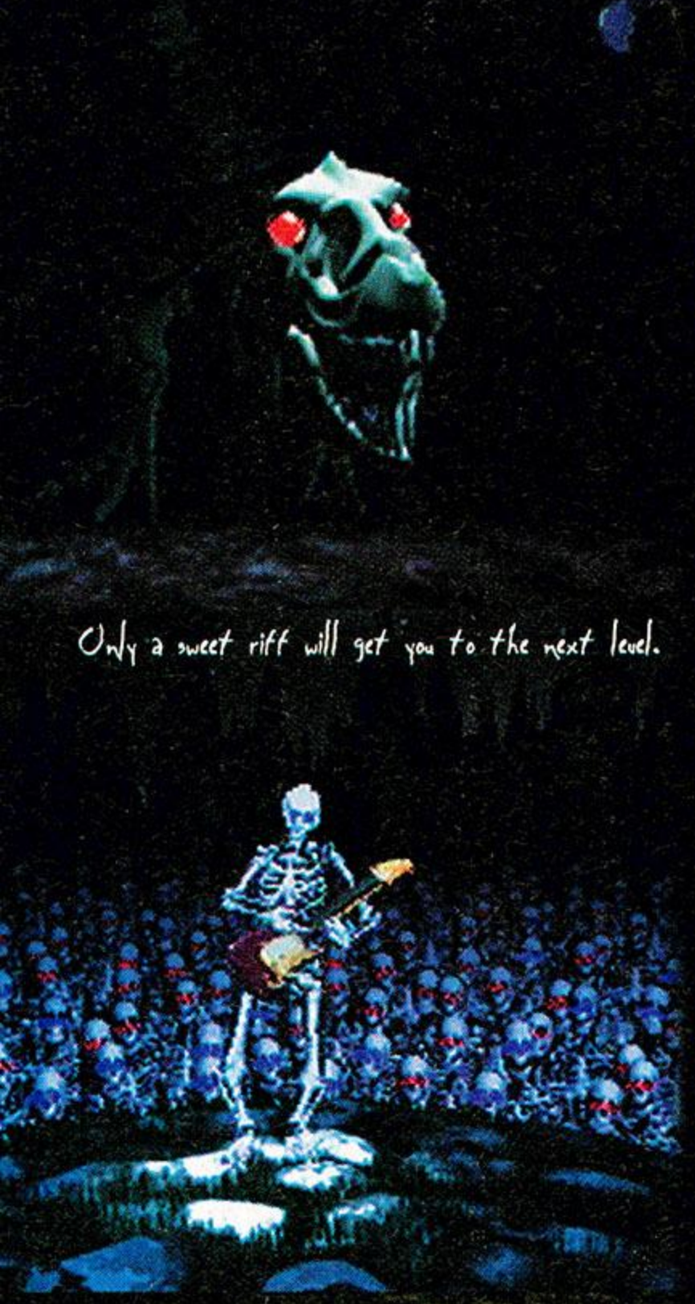
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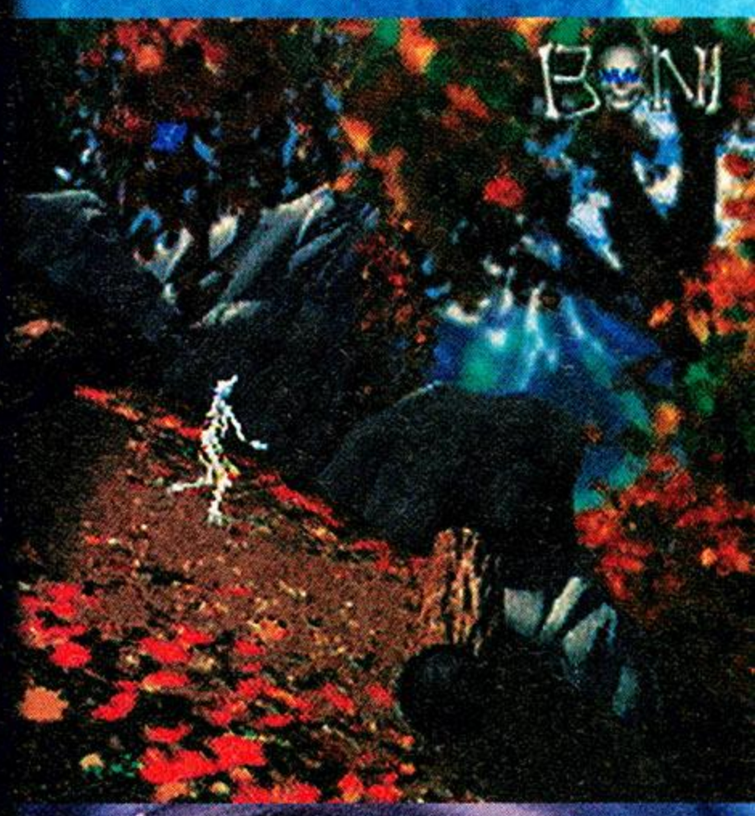




To win this game you must play from your heart. Or any available organ.

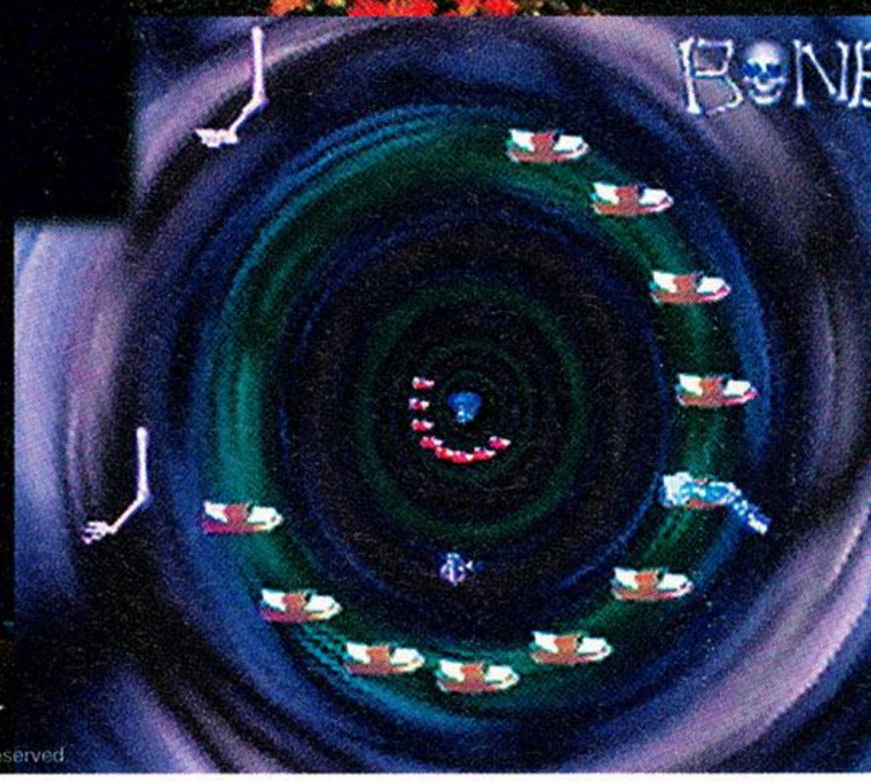












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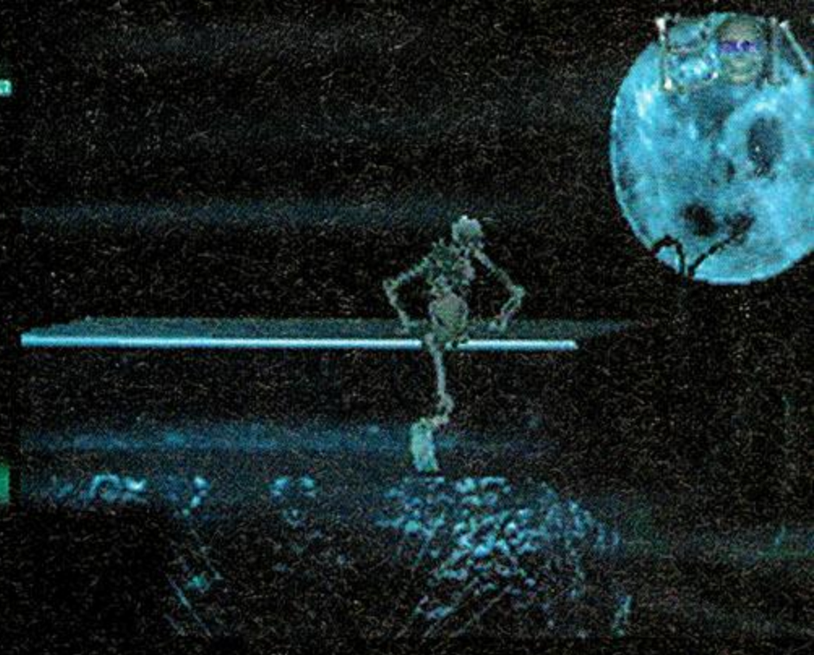
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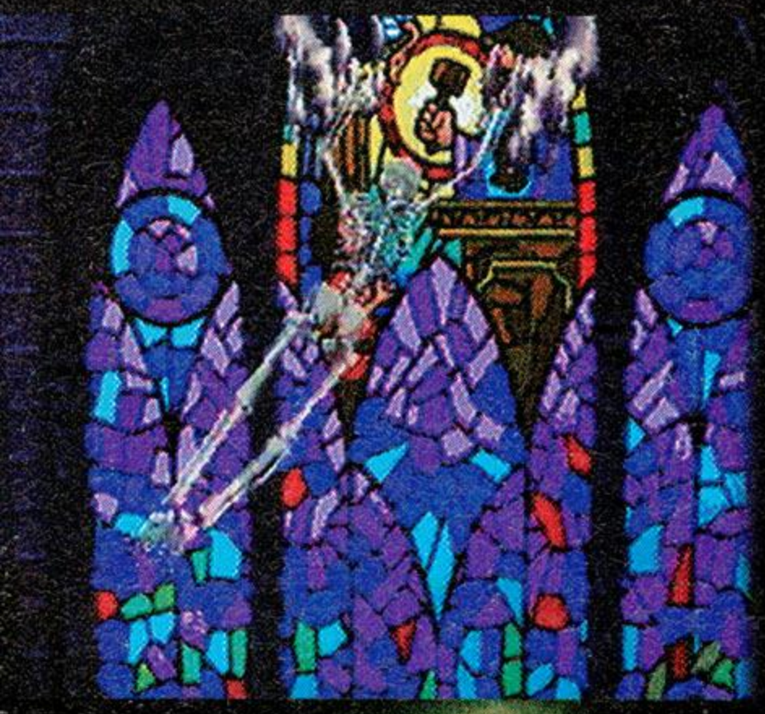


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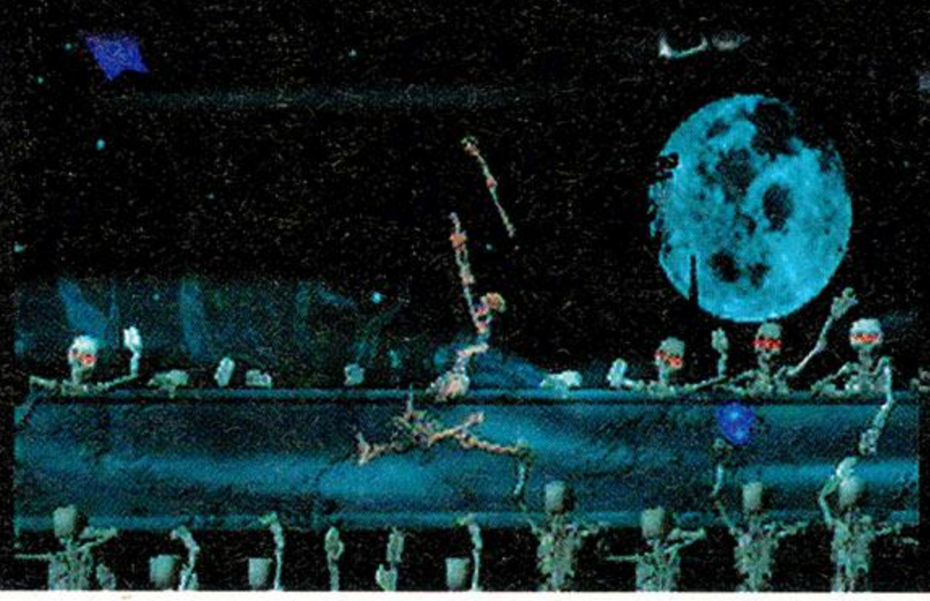


Hey, nobody said being dead was an easy gig. But unless you want to give up your bones, you better start banging that six-string like you've still got a heartbeat. Old DeGoulian's got a bad-mannered army of rotten-tooth nastiness that wants to gnaw your bones at breakfast. And your original soundtrack by blues guitarist Ronnie Montrose is the only thing standing in their way. So tune up. And get ready for over 20 levels of sickening sights, sweet sounds, and thank-mercy-it's-just-a-game action that won't quit until you're dead. Again.





MR BONES

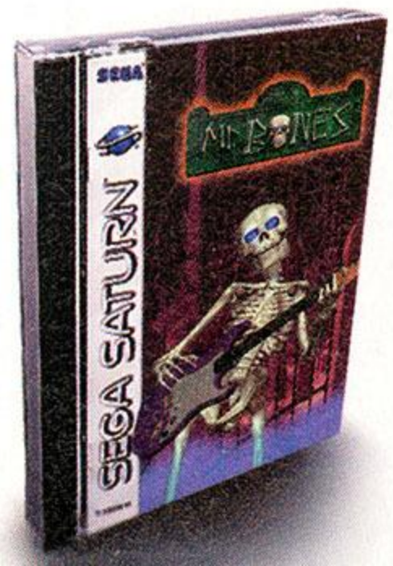




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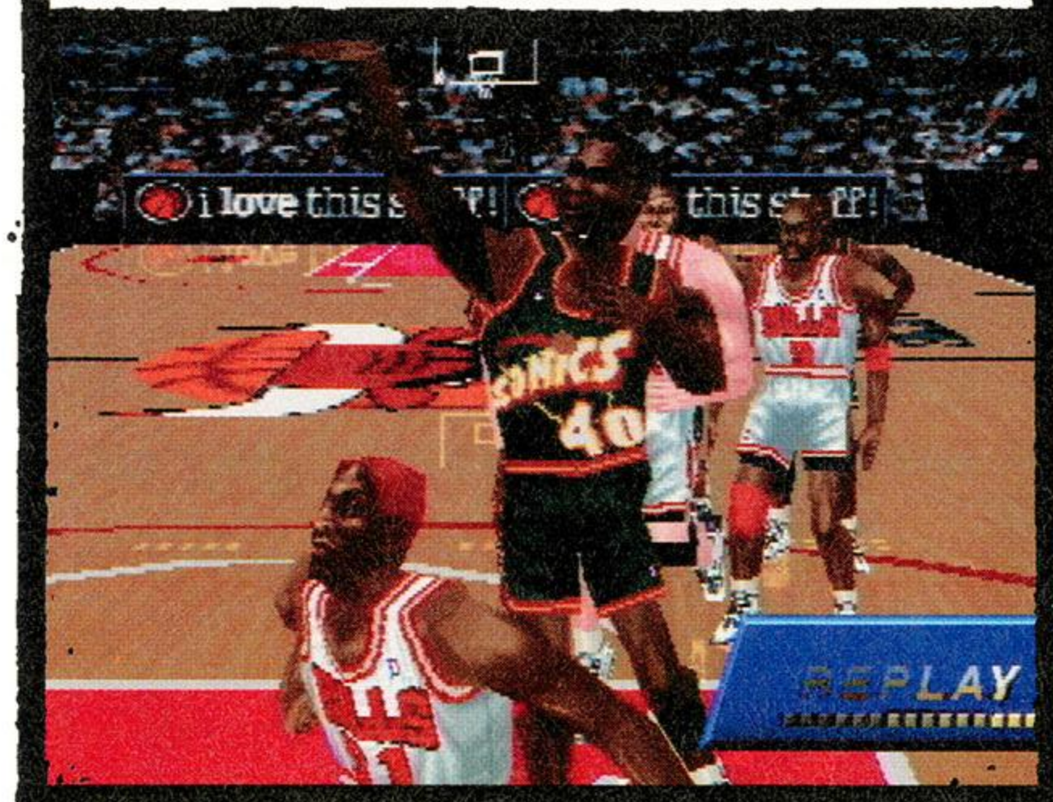
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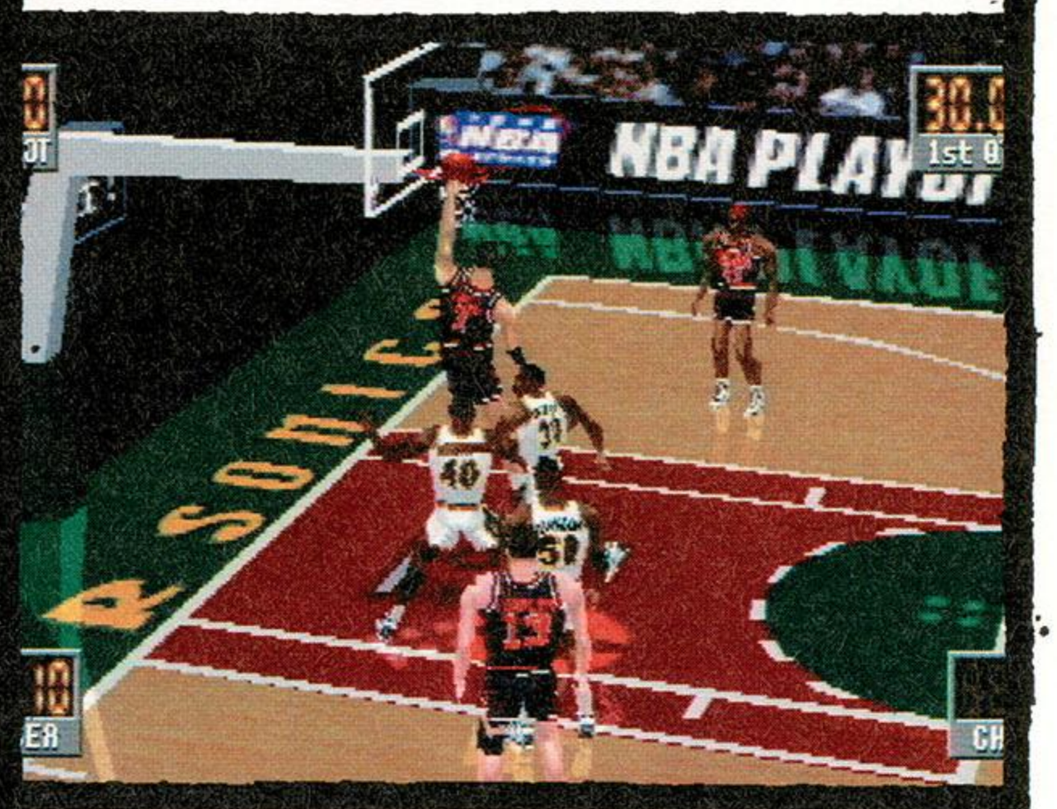


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Resident Evil 2

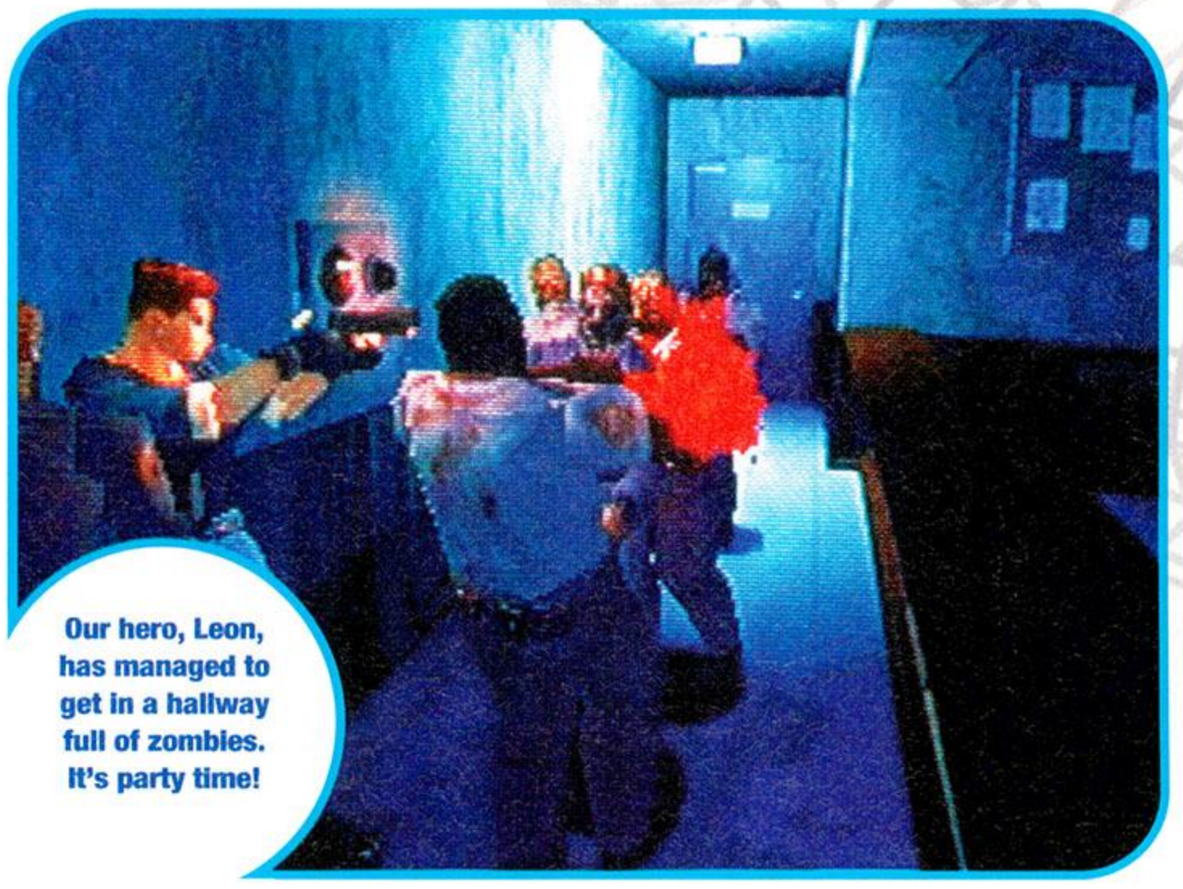
SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: MARCH '97

Raccoon City plays host to an even greater evil!

Not only was *Resident Evil* one of the best games of the year, it also became its own genre. Much like *Doom, Resident Evil* has spawned numerous copycats. As a matter of fact, we're hard pressed to find a press release that doesn't say something like 'it's like *Resident Evil,* but... '. Well, now with *Resident Evil 2*, Capcom is out to take the game even further than the original.

In Japan, several showings of a short video tape on *Resident Evil 2* is all the information that's available.

Some of the notable upgrades from the original are the amount of zombies on-screen at one time and the unique clothing changes for the main characters. As you can see in these new screenshots, there are as many as seven zombies on screen at one time. In *Resident Evil,* it was rare to get three or four. And while the videotape shows only zombies in police uniforms, we hear that the variety of zombies will be much greater. As for the costume changes in *RE 2*, the character's condition and outfits change along with the story. For example, when you pick up the bullet-proof jacket, the character actually wears it. Not only that, but your defense level goes up and, because the jacket has pockets, you can carry more items. There are also some amazing visual effects on the character's appearance and costumes. If the player is wounded, his/her clothes will appear tattered and bloody, but even more outrageous than that is getting zombie blood on the clothes.



Our hero, Leon, has managed to get in a hallway full of zombies. It's party time!

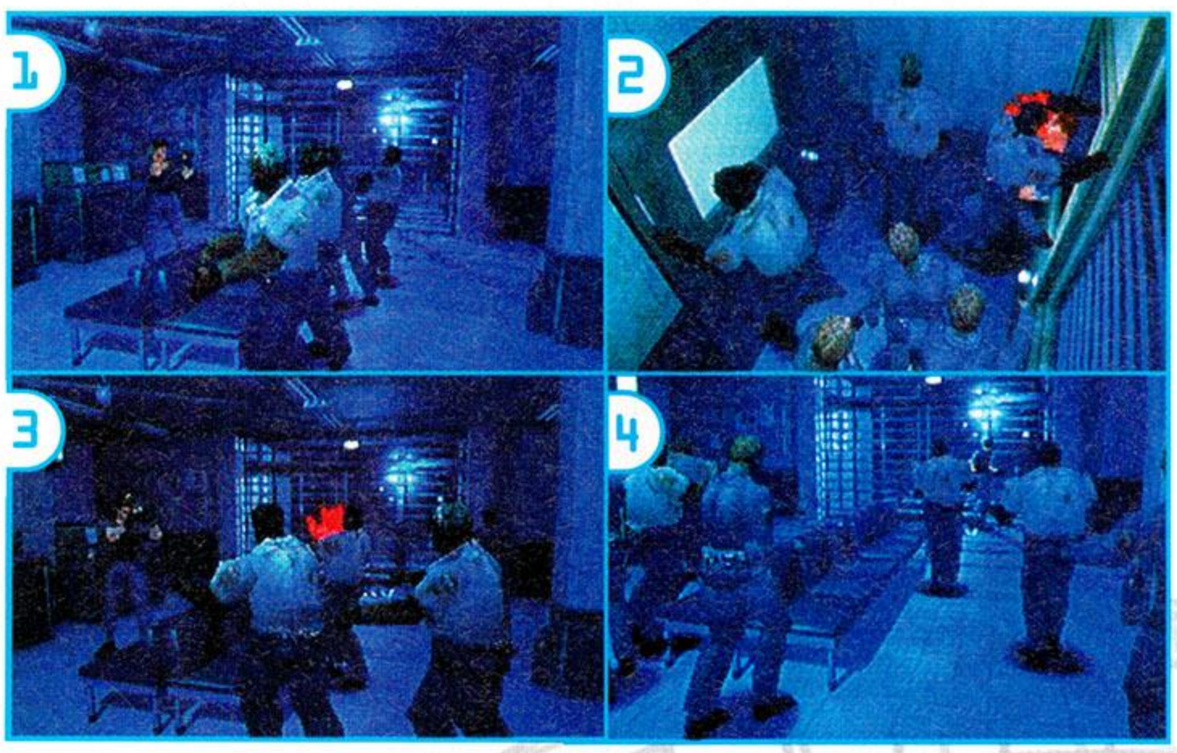
The two main characters are Leon, a rookie on the police force, and Elza, a professional motorcycle racer. The game starts out in the police station. Escape from there and you're off to... well, we don't know, but the depth of the first *Resident Evil* is certain to be present in *RE 2* as well.



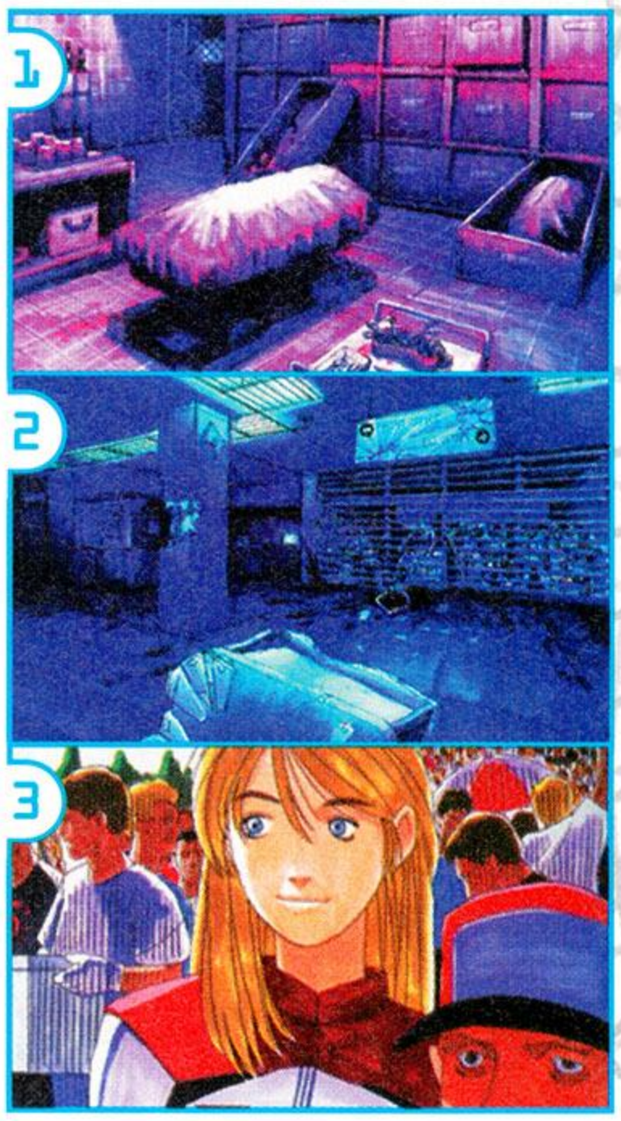
1 Leon may look like a guy from Duran Duran, but with a shotgun in his hands, zombies are in for some serious trouble.
2 Elza is the 19-year old heartthrob in *RE2*.
3 Here's a shot of Leon with the bullet-proof vest on.



The zombie cops come in different shapes and sizes, not to mention different uniforms.



1- 4 Each of these screens shows an incredible number of zombies. Notice how some are different sizes as well.



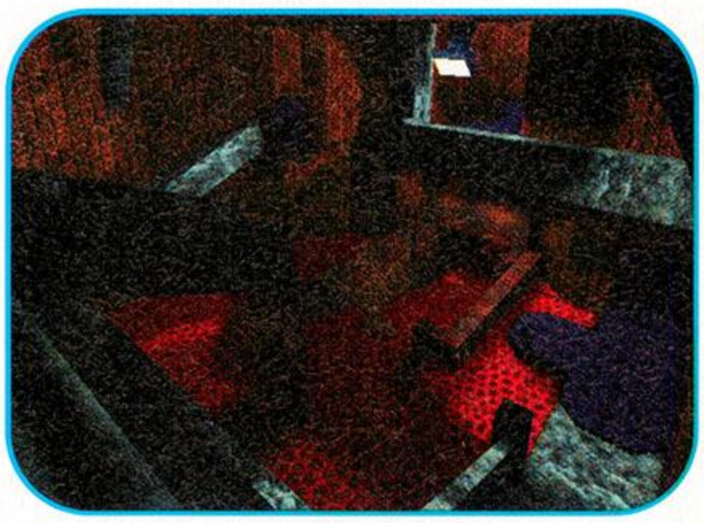
1- 2 Some sketches from the designers show what some of the other rooms are going to look like.
3 Apparently Elza used to appear on Speed Racer, or at least that's what this picture reminds us of.

Prey

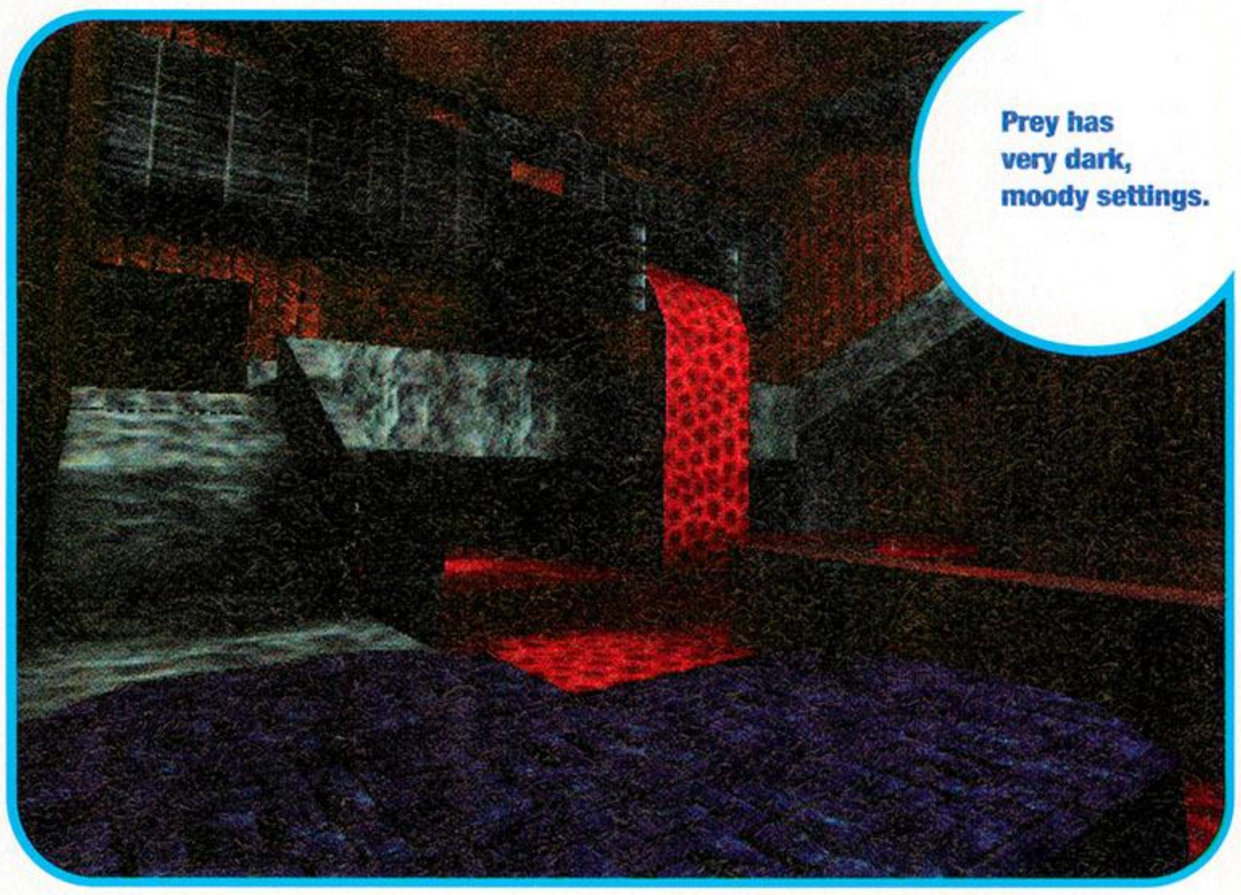
SYSTEMS: PC CD-ROM
PUBLISHER: GT INTERACTIVE
DEVELOPER: 3D REALMS
RELEASE DATE: 1ST QTR '97

Realms' 3D answer to *Quake* is *Prey*, just as *Duke Nukem 3D* was its answer to *Doom*. The story behind the game is unique: an alien race of master beings is kidnapping warriors from different cultures across the galaxy. These galactic gladiators are then thrust into a variety of alien levels, to fight each other to the death.

Built on a 3D engine with six degrees of freedom, *Prey* intends to compete head-to-head with the top first-person shooters of early next year. 'There are no restrictions on architecture, since the engine is true 3D,' says William Scarboro, engine programmer on *Prey*, *'Prey* will take full advantage of this with exotic level structures and appropriately alien textures.' But recent setbacks, including developer departures, may push the release date back even further. Still, the technology is solid and George Broussard, president of 3D Realms and producer of the phenomenal success, *Duke Nukem 3D*, is confident the game will stand on its own merits.



All the levels are 3D, and all the enemies will be polygon characters.



Prey has very dark, moody settings.







1-2 While reminiscent of *Resident Evil*, these rooms appear to be even creepier, if that's possible.
3 An early sketch of the main character.

NICE PUNCH.
Unfortunately, he has an iron jaw (and a rocket launcher).
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X-Men vs. Street Fighter

SYSTEMS: ARCADE
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: DECEMBER

Just when you thought it had all been done, Capcom steps it up



1 Whenever you switch characters, they fly in with an attack and a taunt, so timing is key. 2 Once she's done sucking on your neck, she has access to one of your moves.

With the popularity of *Street Fighter* and *X-Men*, just another fighting game with both sets of characters in it would've been a sure hit. But Capcom didn't just throw the two sets of animated superheroes into one battle, instead, they created the first tag-team fighting game that didn't feature wrestlers.

The 17 selectable characters include eight X-Men, eight Street Fighters, and Akuma. It doesn't always have to be *X-Men vs. Street Fighter*, either. Mixing and matching is sometimes the best strategy. For each fight, you have to select two characters and use them cooperatively for the win. Only one character fights at a time, but at any time in the game you can switch characters. How this really works into the strategy is that when a character isn't fighting, he regains energy. Therefore, the proper switching of characters is vital to winning a fight. The familiar super meter from *X-Men* is in this game, giving each character three levels of super moves. A couple of big additions are Super Double Attack and the new version of the Alpha Counter. When you get the meter to level two or above, you can pull off a Double Super Attack, which calls both of your characters on screen to pull off their Super Attack. The new take on the Alpha Counter also involves the partner. When you pull one off, your characters automatically switch and attack, doing twice the normal damage.

Of course, all of the characters have the familiar moves from their respective games. This is where some serious arcade competition is going to happen. The master of *X-Men* will finally get to take on the master of *Street Fighter* to see which characters are really better. This game is on test in some arcades and fans of either game should make a trip to test this one out. Also expect a PlayStation and Saturn version sometime the middle of next year.



Calling out your partner for a double super attack is an awesome sight, and an effective weapon as well.



1 With 17 characters, there is plenty of variety in this game. 2 The moving backgrounds are subtle, but do add to the overall look of the game. 3 Magneto is one powerful character. 4 Incredible speed of gameplay is a Capcom trademark. *X-Men Vs. Street Fighter* appears to be even faster.

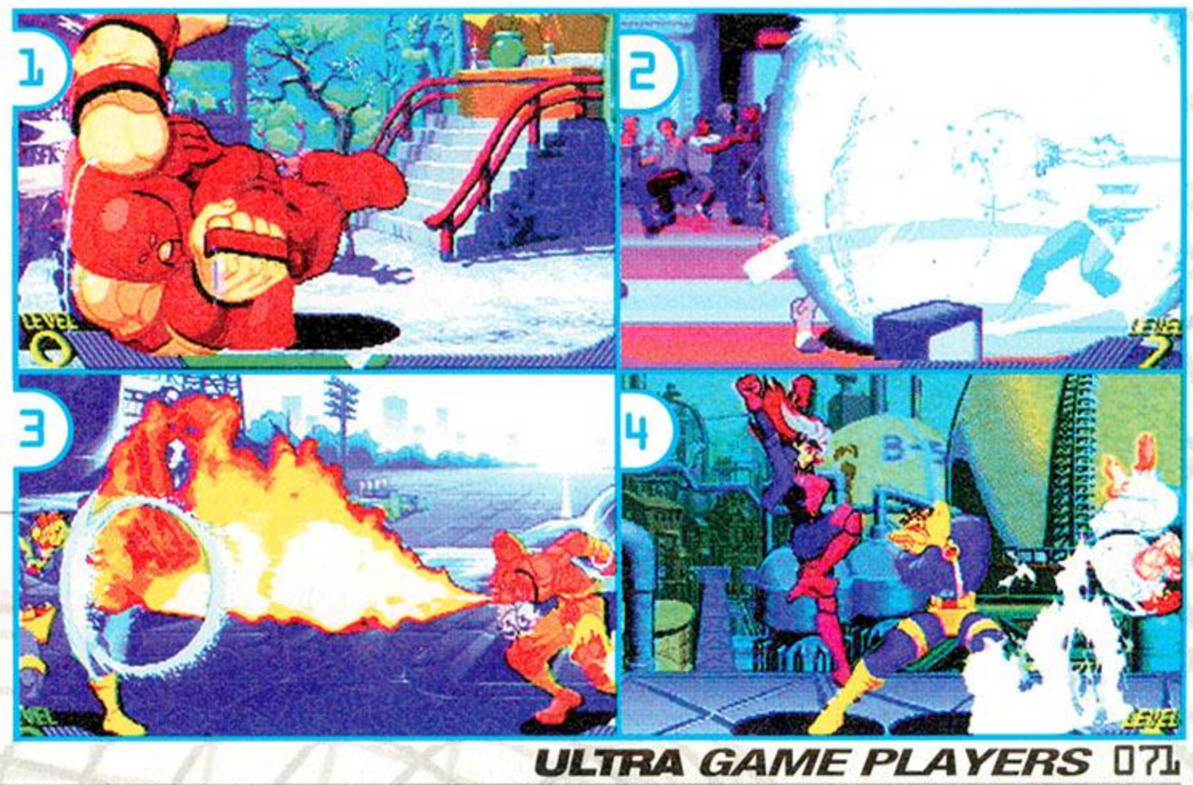


The tag team fights are a totally new element that really does add to the strategy.



If the game's got RYU, then you know you can expect a little 'Shoryuken'.

1- 4 The *X-Men* and *Street Fighter* characters come equipped with all their moves, which makes for some amazing fights.



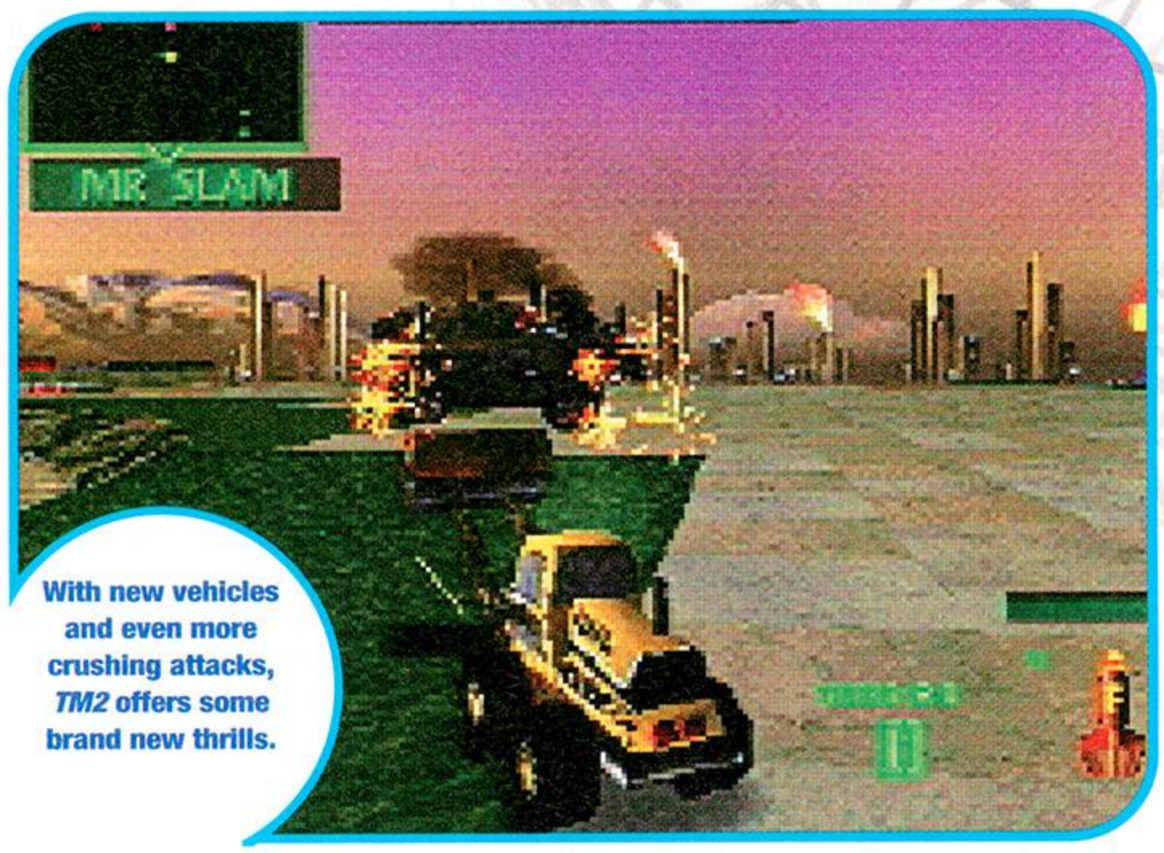
Twisted Metal 2

SYSTEM: PLAYSTATION
PUBLISHER: SONY INTERACTIVE
DEVELOPER: SINGLETRAC
RELEASE DATE: DECEMBER

Machine guns on the highway? It's either L.A. or Twisted Metal 2

Following last year's massive success with *Warhawk* and the original *Twisted Metal*, Sony's ace-in-the-hole developers, SingleTrac, found themselves with an important decision to make. With an intentionally small staff, the company had to choose to do either two sequels for this Christmas or one sequel and a new game. They chose the latter and the sequel they decided to make was *Twisted Metal 2* (the new game was *Jet Moto)*. While it's impossible to say whether it was because of more impressive sales numbers or just the fact that the team knew what they wanted to do with the *Twisted Metal* franchise, fans of the original are in for a big treat this Christmas.

With five new vehicles and all new environments, *Twisted Metal 2* picks up where the original vehicular battle game left off. Sticking to most of the tried and true elements developed last year, this game is a definite sequel, however, there are enough new features to make this one stand-out on its own. Some of the new features beyond the new vehicles include: cooperative two-player mode; visible damage to your vehicle (when you lose a fender in this game, you really lose a fender!); larger and more varied environments; sharpened graphics and, of course, new weapons. With all the new gameplay elements, as well as an overall tightening of control, *Twisted Metal 2* is on track for being a very solid sequel to an extremely enjoyable game. So, if climbing into your Case front-loader and heading out onto the freeway to crush a couple police cars before lunch sounds like your cup of tea, then *Twisted Metal 2* might be the game for you!



With new vehicles and even more crushing attacks, *TM2* offers some brand new thrills.



1-4 Inventive new features, like the ability to jump through a flaming pit and actually come out on the other side in a persistent and damaging ball of flame, help take *M2* a step beyond the original.



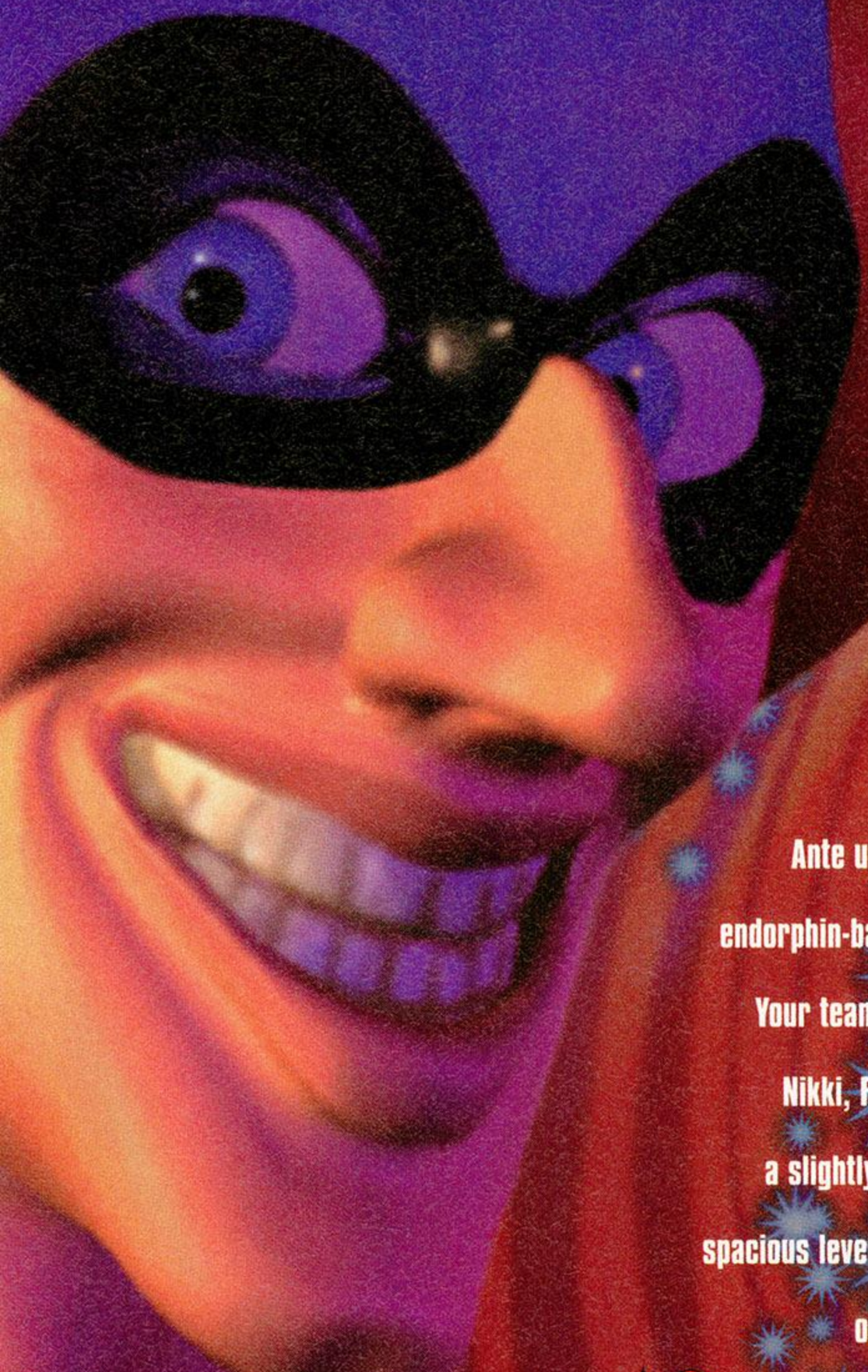
1 Opening up the arenas to include locations from around the world helps give the game a nice sense of graphical variety.
2 Also new to the sequel, visible damage to your car's frame can be repaired with scattered health icons.
3 Familiar vehicles and weapons make the game a comfortable fit for fans of the original.
4 Creative new environments create unique challenges.



1 One of the more unusual new vehicles, Axel's name pretty much says it all.
2 Twister's ability to call up a tornado on command proves useful on many occasions.
3 Definitely one of the coolest new characters, Mr. Slam delivers a crushing blow.

Just cause he's a joker doesn't mean he plays with a full deck.







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01:00:16:21

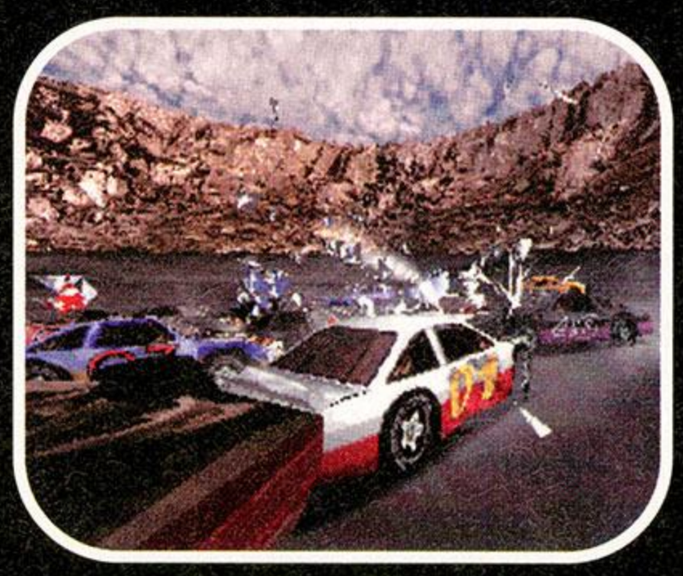
Destruction Derby™ 2 is the perfect combo of balls-to-the-wall racing and 3D wreckage. Seven new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more realistic handling. Destruction Derby 2. Designed exclusively for the true connoisseur of crash.

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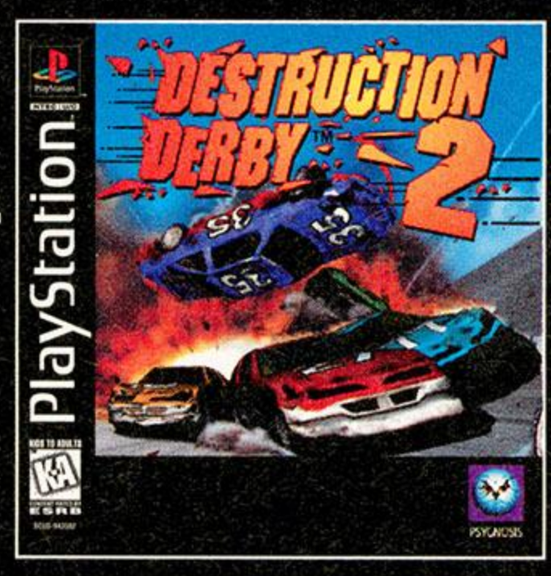






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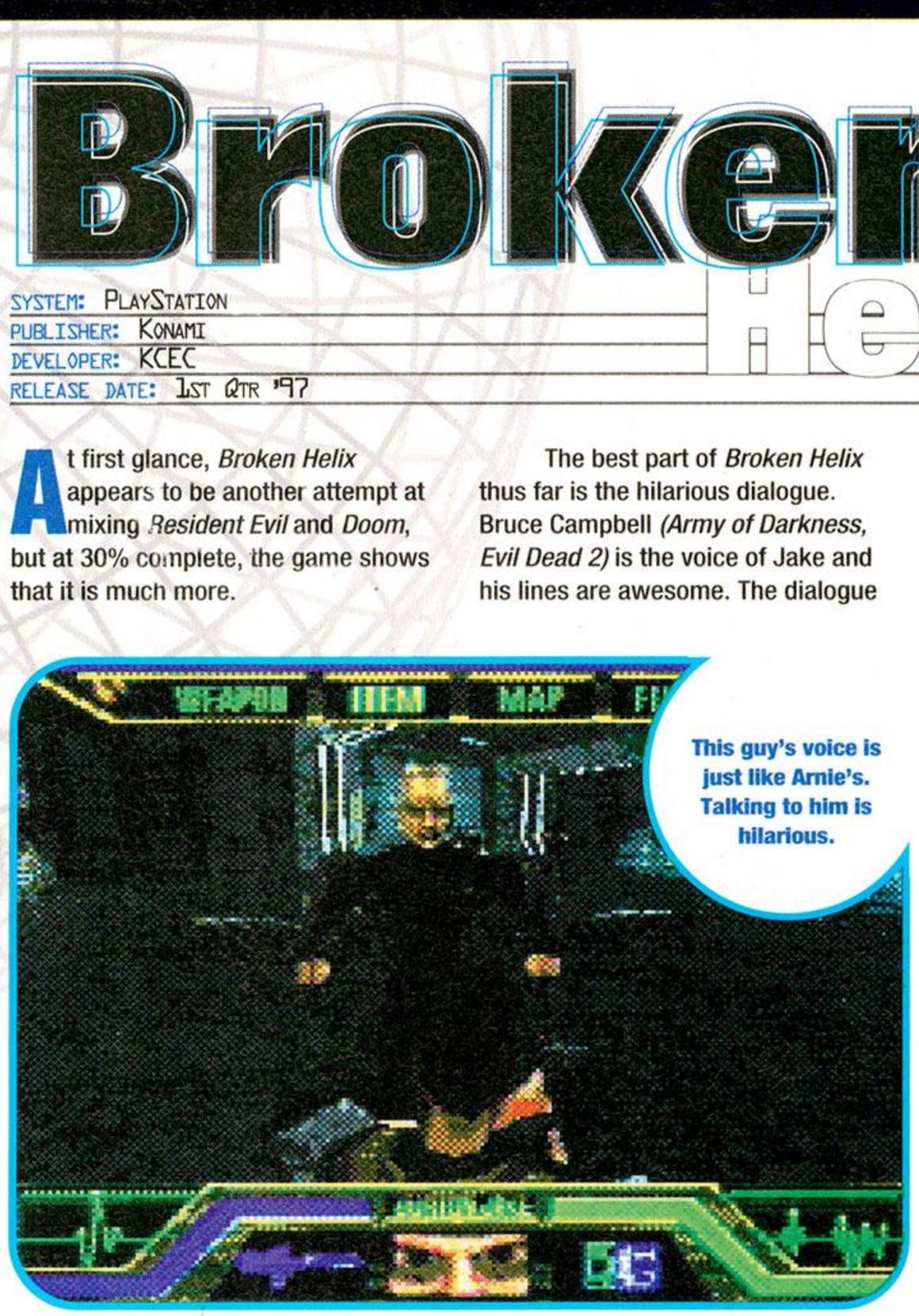
Broken Helix

SYSTEM: PLAYSTATION
PUBLISHER: KONAMI
DEVELOPER: KCEC
RELEASE DATE: 1ST QTR '97

At first glance, *Broken Helix* appears to be another attempt at mixing *Resident Evil* and *Doom*, but at 30% complete, the game shows that it is much more.

The best part of *Broken Helix* thus far is the hilarious dialogue. Bruce Campbell *(Army of Darkness, Evil Dead 2)* is the voice of Jake and his lines are awesome. The dialogue consists of taunting and humiliating every person that you interact with, then, when you turn your mood to hostile (a feature you control), it really gets mean, and get this, you can walk away in the middle of the conversation, causing your character to say things like, 'ya da da da, it's fun to abuse'. But perhaps the most timely phrase is the stewardess-like, 'bye, bye' after you blow somebody away.

If it was just a *Doom* clone with clever dialogue, *Broken Helix* would still be intriguing, but several gameplay elements, like crawling on the floor to get past security droids, and the plot-based action really make this game stand out. If Konami can smooth out the engine and make the rest of the game as solid as the first part, then *Broken Helix* will be a surprise hit in '97.



This guy's voice is just like Arnie's. Talking to him is hilarious.



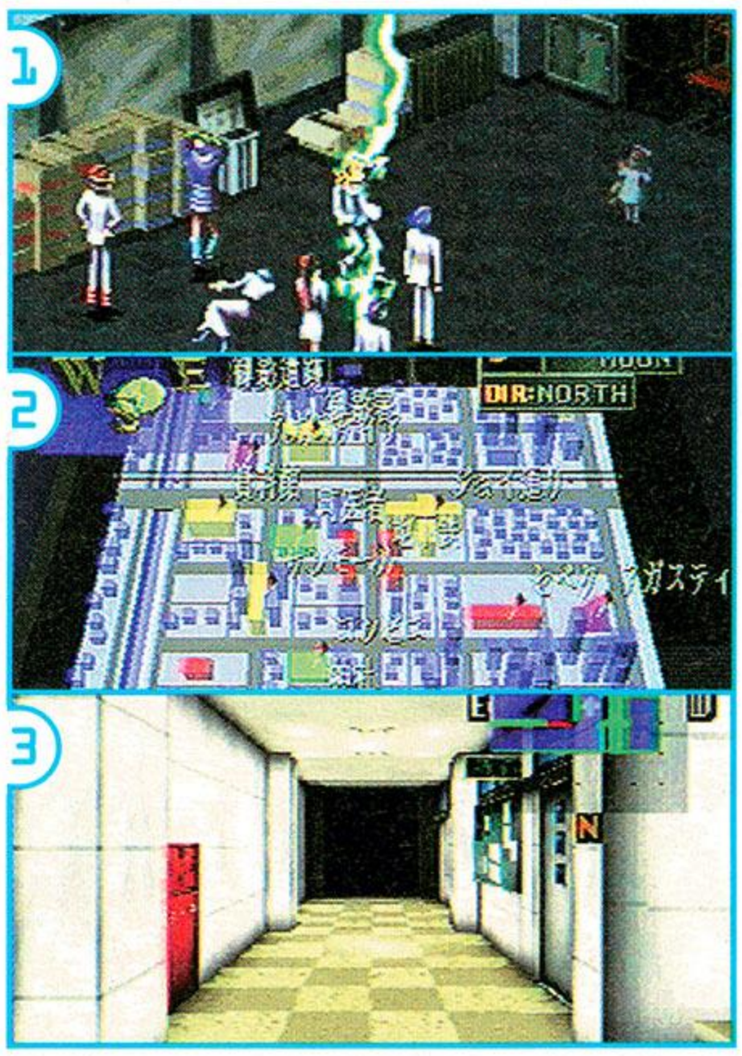
1 In order to avoid being spotted, the main character has to crawl underneath the vision of security droids. 2 Are you a Man or a Woman?' Insulting dialogue like this makes *Broken Helix* new. 3 You can scare them into giving you keys and information, which other characters won't take as kindly. 4 You can even threaten guys on the toilet! Tell me how hard it is to resist shooting this guy.

Persona

SYSTEM: PLAYSTATION
PUBLISHER: ATLUS SOFTWARE
DEVELOPER: ATLUS SOFTWARE
RELEASE DATE: DECEMBER



'Persona' refers to the powerful demon-like entities that serve both as guardians and nemesis in this intriguing RPG.



1 An inter-dimensional doorway has been opened and strange things are happening in the city. 2 An expansive city serves as the backdrop for the unfolding supernatural story. 3 The gameplay perspective is either an isometric view or this *Doom*-like perspective.

Although the Sega Saturn is considered 'THE' RPG platform, a whole new slew of RPGs is on the horizon for the PlayStation. One of the more intriguing of these RPGs is *Persona*.

The storyline in *Persona* centers around a girl named Mary. She is currently hospitalized because of strange dreams and visions that seem to indicate that she is becoming delusional. Concurrently, an evil corporation named SEBEC has been experimenting with a device that allows inter-dimensional access. While a group of high school friends are visiting Mary in the hospital, the inter-dimensional doorway is opened and a flood of supernatural forces invade the city.

At the heart of the gameplay lies the concept of a supernatural being whose powers you can harness for battle. As personas are gathered, they can be combined to create creatures with even more powers. Some of the personas are differing incarnations of characters in the game. There are actually eight different personas of Mary that will be encountered in course of the game.

With its supernatural overtones and innovative spell-casting features, *Persona* is an eagerly anticipated title.



Mary is the classic heroine in distress.

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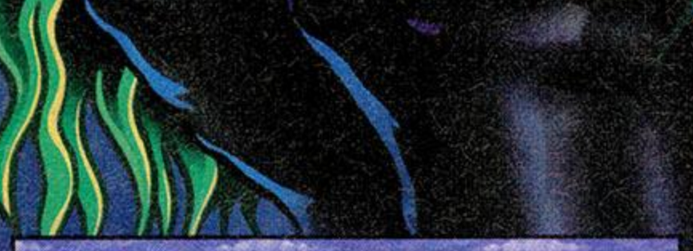
But look out. The Adventures of Lomax can be habit forming, and that's something even you may not be strong enough to fight.







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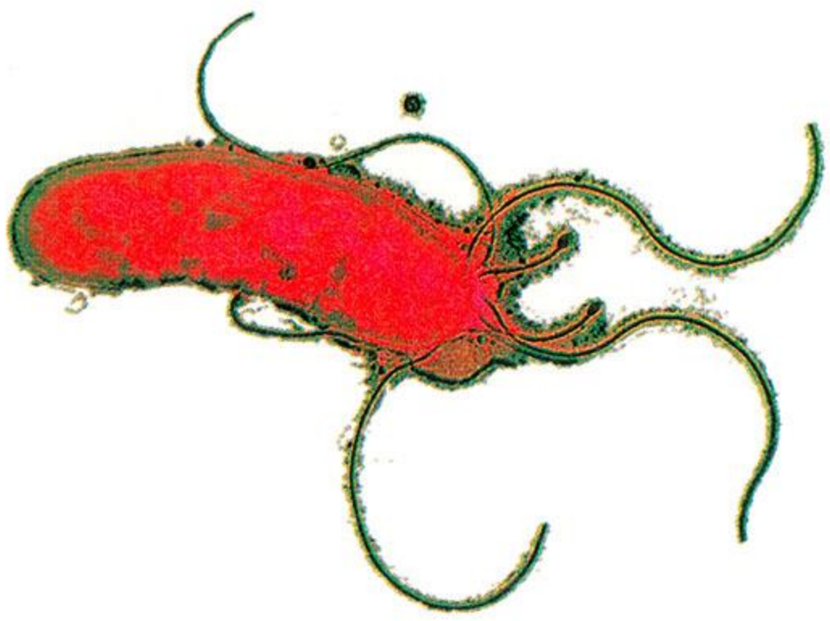
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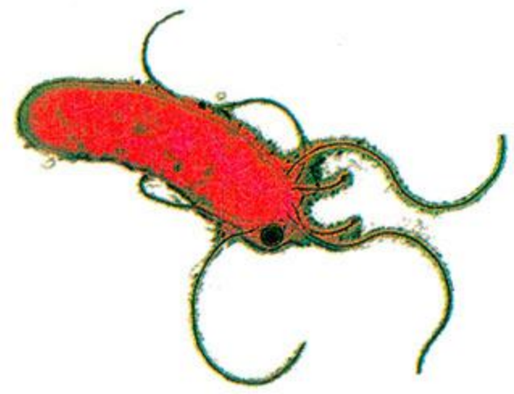
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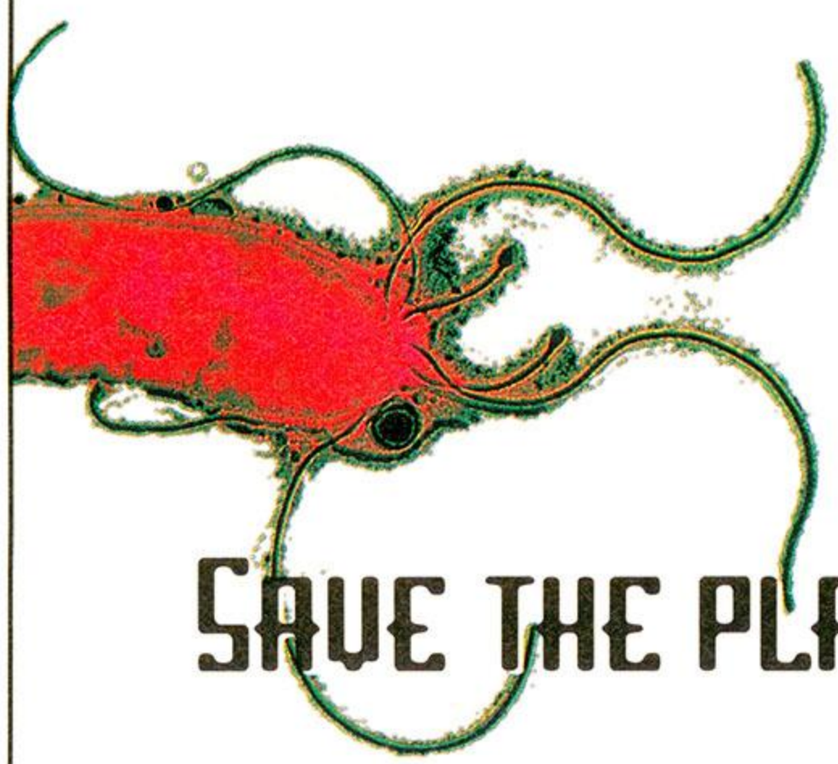
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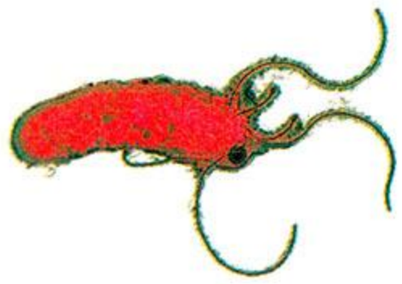
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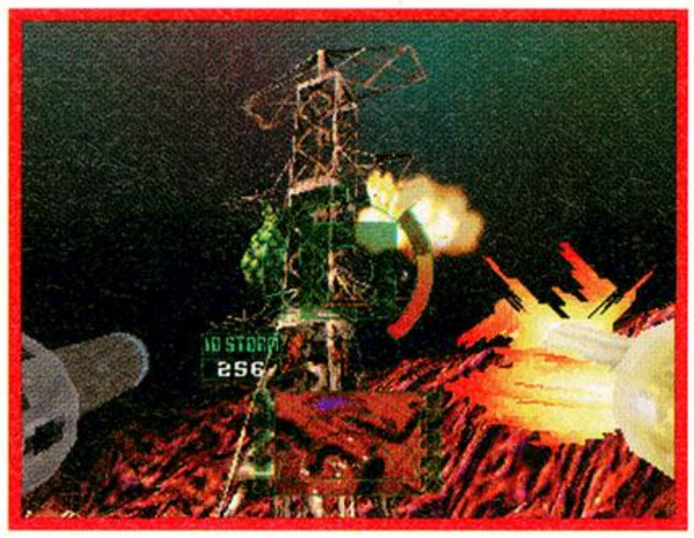


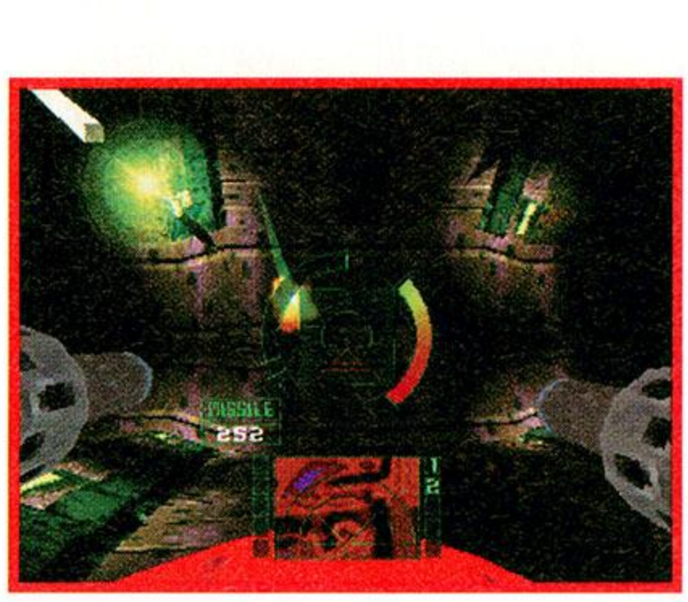




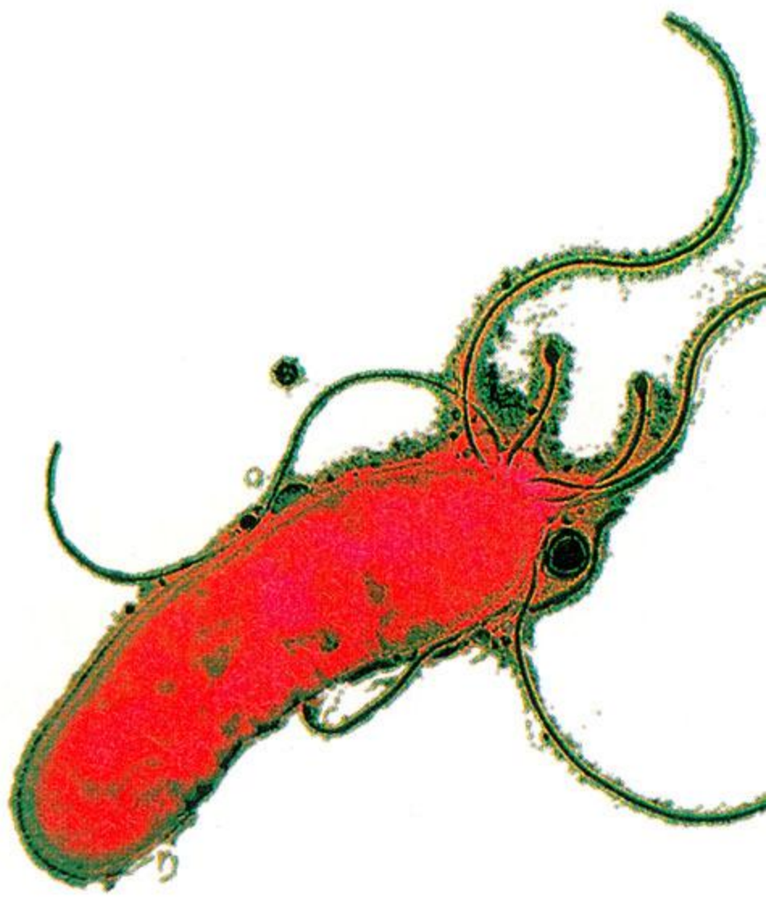
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Sega Touring Car Championship

SYSTEM: ARCADE
PUBLISHER: SEGA
DEVELOPER: SEGA (AM ANNEX)
RELEASE DATE: DECEMBER

The last dance with the Model 2 Board is sure to be a fast one

From Sega's AM division, the makers of all great things 'arcade', comes the latest in high speed racing action. *Sega Touring Car Championship (STCC)* is the flagship project from the newest AM division, AM Annex. Led by Tetsuya Mizuguchi, the producer of last year's *Sega Rally*, this new team has set out to create the pinnacle of realism on the Model 2 board. Perhaps one of the last games to be produced on the system, *STCC* combines the heavy control of *Sega Rally* with the speed and fierce competition aspects of *Daytona USA*. As anyone familiar with Sega's commitment to detail could guess, the team did extensive research in developing *STCC,* including traveling to Finland to learn the ins-and-outs of Touring Car racing.

Only about 60% complete at press time, the final game will include three extensive tracks and four cars from which to choose. The four cars are the Alpha Romeo 155 V6T, AMG Mercedes C-Class, Opel Calibra V6 and the Toyota Supra. The models for each of the vehicles were created in cooperation with the auto's manufacturers for that extra level of realism. *STCC* also utilizes state of the art steering technology developed by Servo Steering. Available in December, *STCC* units will range from single to eight-player linked. Look for this to be a great Saturn conversion next holiday season.



Multiple road surfaces help to make a more authentic touring car experience.



1 Having invented the genre, Sega looks to continue their dominance in 3D racing titles with *Sega Touring Car Championship.*
2 Taking into account Sega's success in porting titles like *Sega Rally*, the Saturn translation of *STCC* should be one of the highlights of next year's holiday line-up.



Detail like this is only possible with the cooperation of the vehicle's manufacturer.



1 Offering similar car choices, *STCC* is a logical step up from *Sega Rally*, though not an actual sequel. 2 Gridlock, *STCC*-style! 3 With a similar look to last year's *Sega Rally*, the game works to incorporate some of the intense competition aspects of *Daytona USA*.
4 The Opel Calibra V6 is every bit 'the real article'.



1 Tapping every last inch of the Model 2 board's power, *STCC* is a graphic marvel.
2 Rounding a tight curve, the realistic handling really starts to show.
3 With up to eight-players linked at one time, *Sega Touring Car Championship* is sure to be a big draw in the arcades.



Race with 35 of the fastest, most maniacally-aggressive drivers on the paved planet. (The only thing you'll lack is a fireproof body suit.)



26 cars perfectly mirror their real-world counterparts. If you plow into a sidewall, you better count on a pit stop and collision repair.

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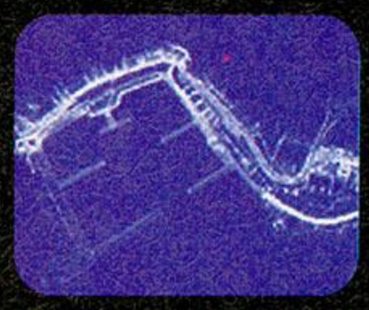
Guitar gurus Steve Vai and Joe Satriani provide the high-octane road tunes. (Playable in mono, stereo, Dolby Surround or Q-Sound.)



Trees, buildings, grandstands and surrounding scenery added from over 100 hours of video footage. (Sorry, winner's circle bimbos not included.)

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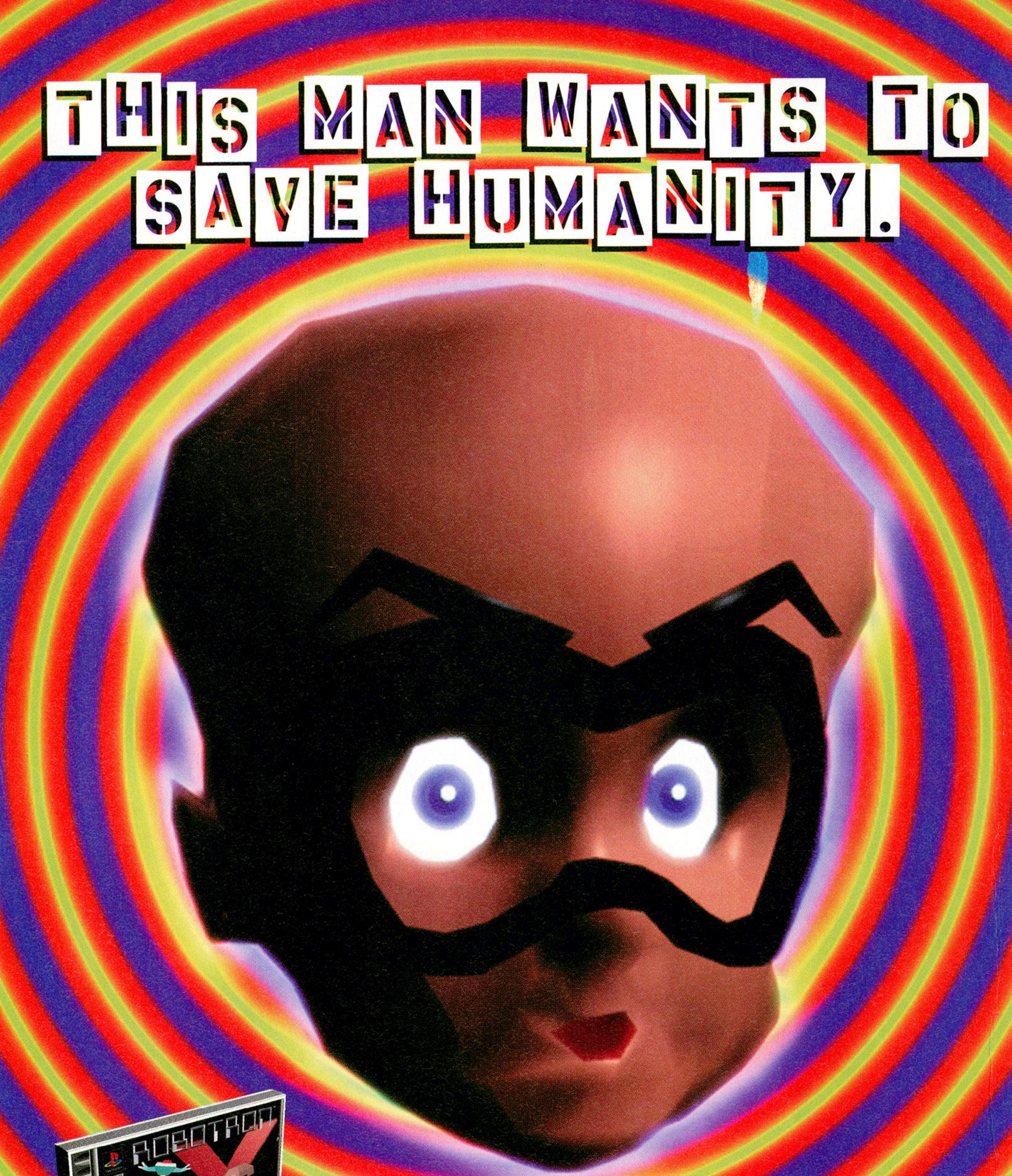


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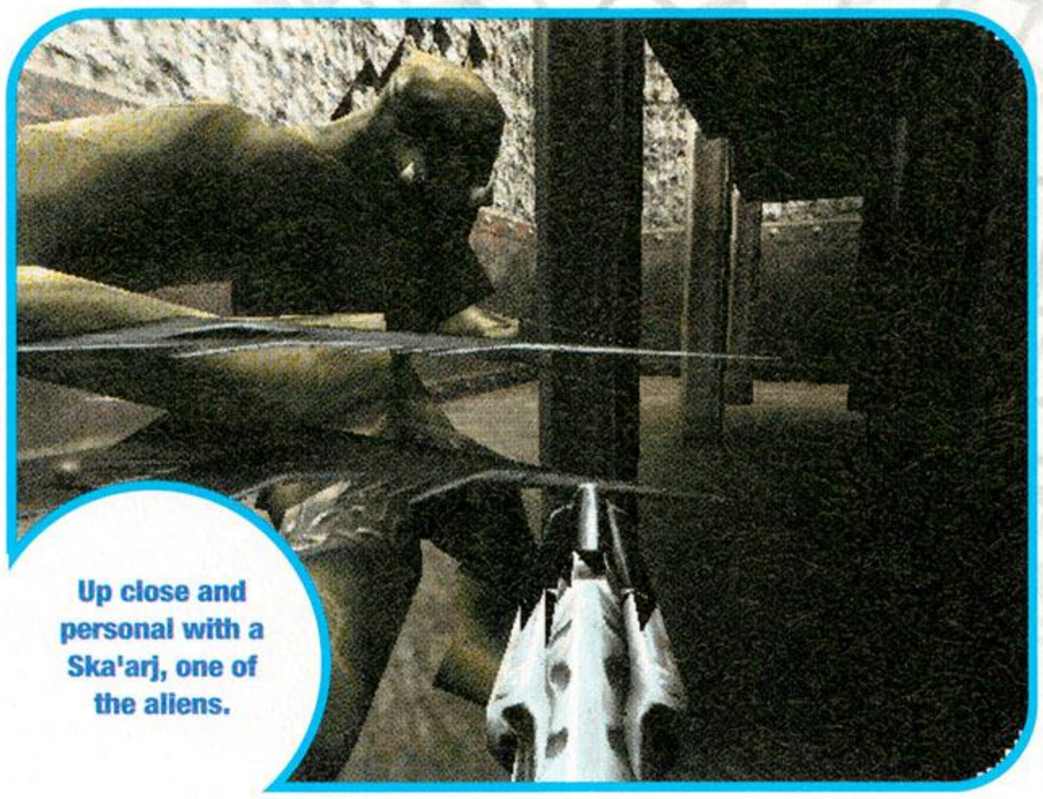
Williams
Williams Entertainment Inc.

Unreal

SYSTEMS: PC CD-ROM
PUBLISHER: GT INTERACTIVE
DEVELOPER: EPIC MEGAGAMES
RELEASE DATE: 1ST QTR '97

Could this be the 'Quake killer'? Epic MegaGames hopes so

The leading edge games for the PC are coming from the shareware companies — id's *Quake*, 3D Realms' *Duke Nukem 3D*, and Epic MegaGames' *Unreal. Unreal* is like *Quake* in that it's a first-person shooter in a true 3D world, but with some significant differences. The story is different: the player takes on the role of a female space traveler, who crash lands on a strange alien planet and is immediately attacked by swarms of ferocious aliens. *Unreal* will take advantage of MMX, Intel's new CPU instruction set for high-end Pentium computers. This means (if all turns out right) that *Unreal* will run as fast as *Quake*, but instead of being limited to 256 colors, *Unreal* can run in full, 24-bit color. *Unreal* also packs a very advanced level editor, that makes use of the game's engine to show you the level in 3D as you create it. Furthermore, *Unreal's* Internet play options will allow people to jump from server to server across the Internet, from within the levels themselves. 'People will be able to create their own levels with the level editor, their own environments,' says Cliff Bleszinski, game designer on Unreal. 'We're hoping that a little community of people will develop who have set up Unreal servers, they'll always be racing to do it better and better than anyone else. We want to see it grow. We want other people to take what we've created and run with it. Levels will be connected through teleporters, can connect you to any level on the server you're in, or any other level in the Internet.'



Up close and personal with a Ska'arj, one of the aliens.

Much of the PC games industry is impressed by *Unreal:* Epic has already licensed the *Unreal* game engine to two other companies, and the bidding war to publish the game was won by GT Interactive. Home pages devoted to this unreleased game are already springing up, and word of mouth is getting around. We definitely expect this one to be a success.



1 The still unnamed 'Big Man' enemy on the move.
2 Better grab those shotgun shells in a hurry!
3 The heroine is truly brave, to face the evil darkness without her pants!





1-2 Whether in the twisted bowels of the dungeon or on the heavily armored ramparts, the demons in *Unreal* have plenty of opportunities for ambush!
3 Duck! Two mantas make a pass at your head. Must be feeding time...





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New Racer

SYSTEM: PLAYSTATION
PUBLISHER: NAMCO
DEVELOPER: NAMCO
RELEASE DATE: JUNE 97

In its third incarnation for the home, has Namco finally found perfection?

For the third year in a row, December 3rd in Japan will see the arrival of a new *Ridge Racer* game for the PlayStation. Unfortunately, according to our sources, the U.S. version probably won't make it out until June.

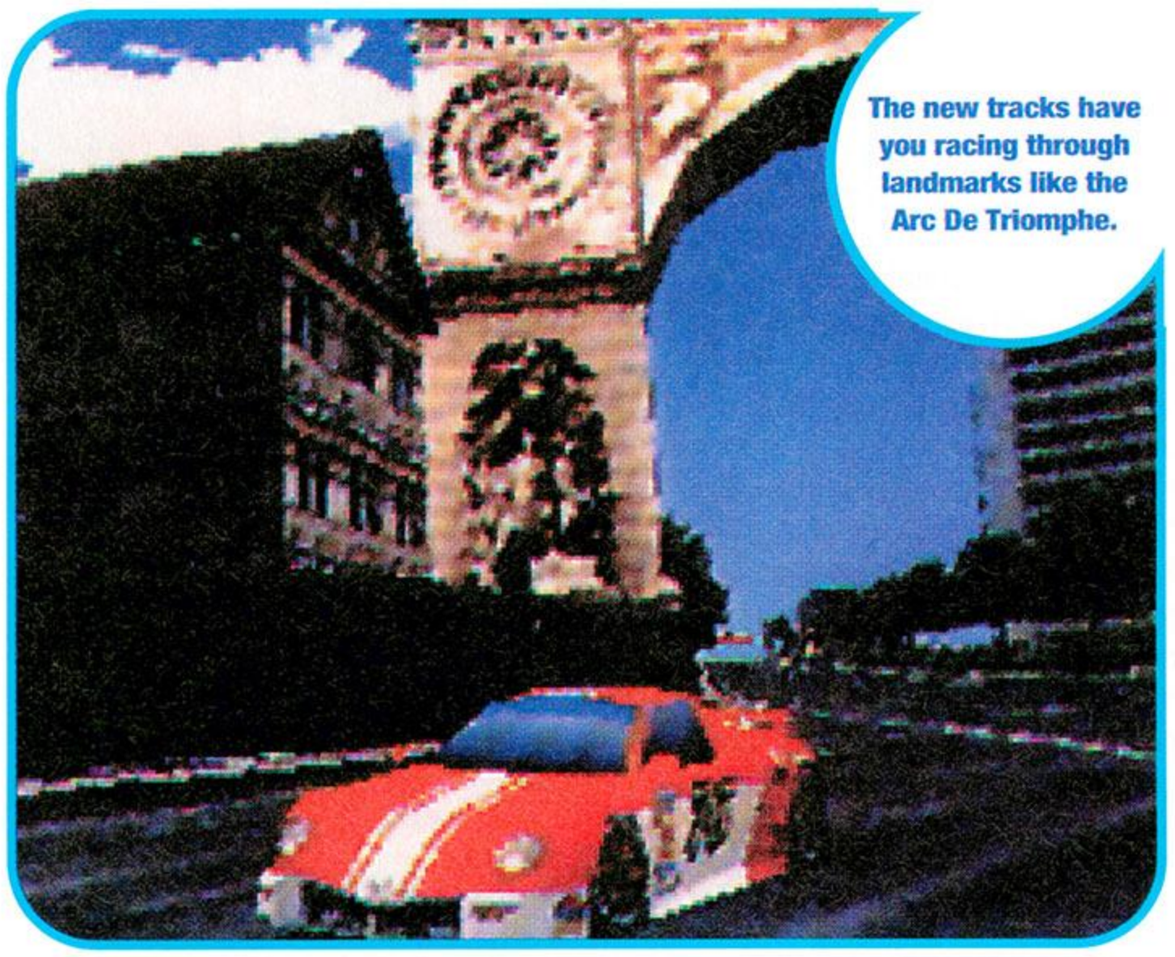


***New Racer* features a wide variety of racing machines.**

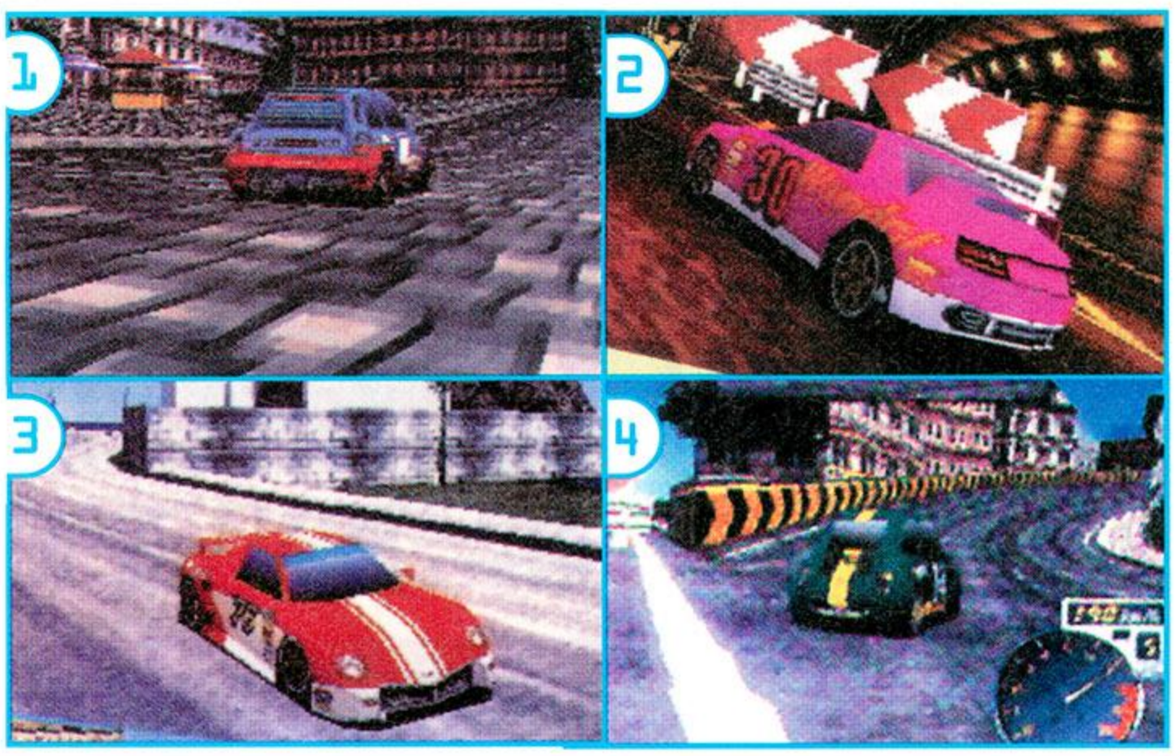
After the minuscule jump in quality from *Ridge Racer* to *Ridge Racer Revolution*, why should a third game bring any excitement? Well, because it looks like Namco has finally figured out how to make a great racing game for the home, not just the arcades. Previous *Ridge Racer* titles showcased the graphical prowess of the PlayStation and the pure speed of its arcade racing titles. However, with only a few variations in track and no season or circuit mode, the games didn't have the shelf life necessary for a great home racer. Judging from the information we're receiving from Japan, the third time looks to be a charm.

With new features like a Grand Prix mode, new cars, more tracks, different handling, and more diverse terrain, it looks like Namco is on the right track. The Grand Prix mode forces you to race in a season mode and, with each winning race, you can save up money to buy the better cars you'll need to win on the harder levels. And the cars that you can buy vary greatly, with everything from stock cars to Volkswagen Bugs. Another big criticism of the first *Ridge Racer* was the lack of variety in tracks. Once again, this has been answered, with five all new (and different) tracks based on famous locations in Europe. So expect to race a VW Bug past the Parthenon (how's that for change?). The major change in play mechanics relates to the new focus on terrain. The hills will be much more severe and require downshifting to get up. That may ruin it for all the lazy automatic transmission racers, but the difference in gameplay has to be appreciated.

With *New Racer*, Namco has taken a successful series and made some serious upgrades.



The new tracks have you racing through landmarks like the Arc De Triomphe.



1-4 In *New Racer*, the cars aren't just different colors, they are actually different shapes and sizes. You earn new cars by winning money in the Grand Prix mode, and maybe you can even save up for the VW Bug.



1 Severe hills make *New Racer* the first game that really is a ridge racer.
2 It's got the same crisp look as all the *Ridge Racers*, but with the new cars and tracks, it really will be a *New Racer*.



1 The steep hills really affect gameplay by making the driver down-shift.
2 If you don't make this turn, ancient Greece could be in trouble. How would you like to be the one who destroys the Parthenon?
3 The incredibly detailed cars and backgrounds are definite reasons for excitement.

Red Alert

SYSTEMS: PC CD-Rom
PUBLISHER: Virgin Interactive
DEVELOPER: Westwood Studios
RELEASE DATE: December

Can the sequel to *Command & Conquer* live up to its hype?

No one will argue that Westwood's *Command & Conquer* is one of the best real-time strategy games on the market. *Red Alert,* originally planned as an add-on to the full *C&C* product, takes the award-winning title and makes it even better. While adding more and more features to the game, *Red Alert* changed from an add-on to a stand-alone product.

The game is actually a prequel to *Command & Conquer.* In an alternate timeline (a result of Albert Einstein successfully going back in time to prevent the Holocaust), Hitler never rises to power. Instead, Stalin marches over most of Europe, and he's even worse than the notorious Nazi. The game uses the war between the Allies and the Soviet Union as its battleground.



The cut-scenes in *Red Alert* will prepare you for your own actions in the game.

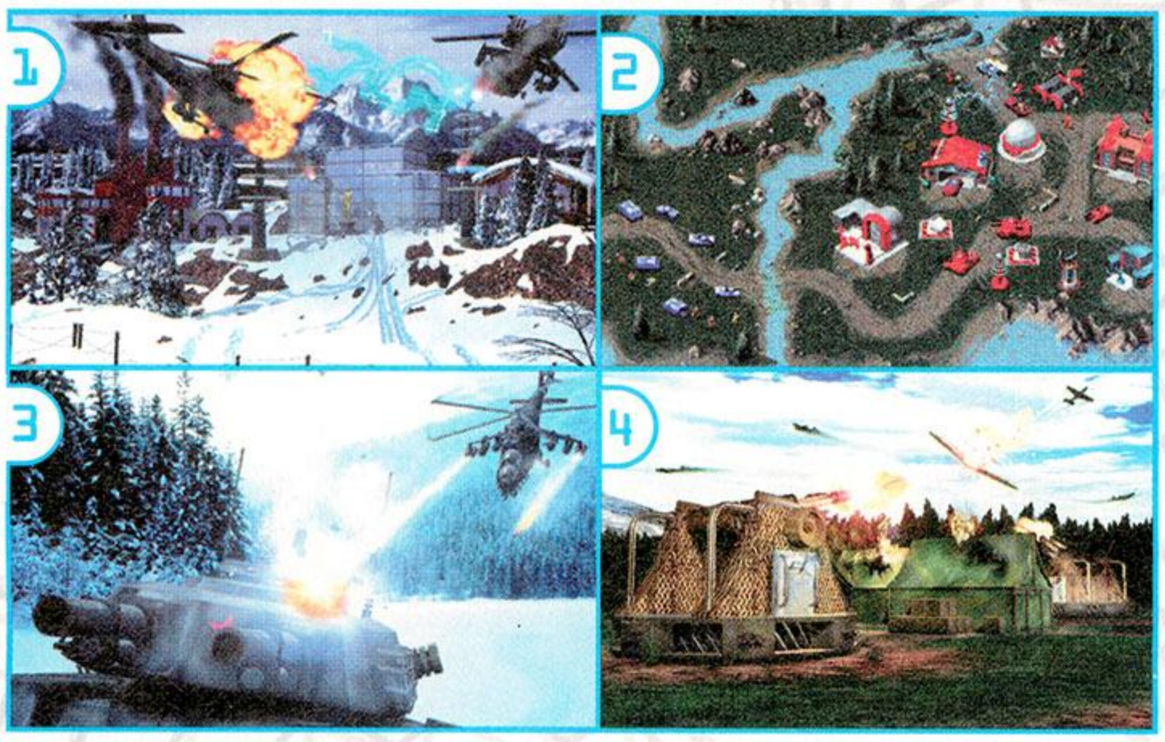
Along with tons of new units, including an array of flying and naval units, modifications of the ground troops, and new buildings, the computer AI has been tweaked to optimum performance. No longer will harvesters (gathering ore and gems rather than tiberium) wander through enemy camps on their way to necessary resources. The size of the maps are much bigger than in *Command & Conquer*, and will support multiplayer games of up to eight players.

The graphics are stunning; not only allowing the player to see more of the battlefield, but also including enhanced detail of the units. The game covers more territory, too, including some missions where you must command an elite troop inside buildings on reconnaissance and rescue missions.

Red Alert will contain both FMV briefings and rendered cut-scenes before and after missions. The story has much more to do with the action this time, so they won't simply be a waste of disc space. Towards the end of the game, the formation of the Brotherhood of NOD and the Global Defense Initiative (GDI), the two warring factions in *C&C,* are explained. However, the answers to the mysteries of tiberium will wait for the real sequel to *C&C — Tiberium Dawn.* Until then, *Red Alert* could very well be one of the best real-time strategy games out for 1996 and a worthy successor to *Command & Conquer.*



1 These oil drums will rock the world of anything close to them.
2 Expect to see things like this arctic battle.
3 The beautiful high-res graphics will give the player a much larger view of the battlefield.



1 The cinematic cut-scenes promise to add a movie-like feel to the game.
2 Each side, the Soviets and the Allies, will have formidable defenses around their bases. These lightning poles are deadly.
3 Along with some brand-new aerial units, *Red Alert* will contain the trusty choppers so useful in taking out tanks.
4 Few things will be as satisfying as watching your latest victory played out in a cinematic rush.

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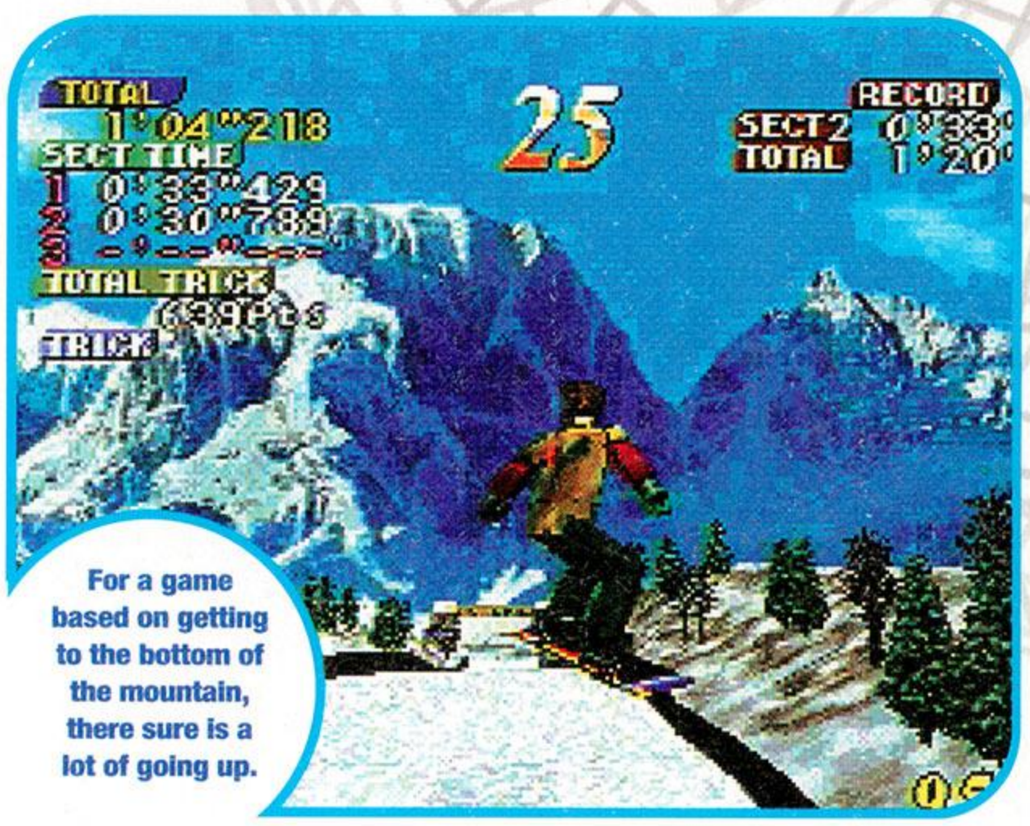
Open All Night. No Quarters Needed.

Cool Boarders

SYSTEMS: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: UEP SYSTEMS
RELEASE DATE: DECEMBER

Too scared to try the real thing? Don't try this, either

Sony seems to be developing a knack for discovering unknown game makers and raising their independent projects to superstar status, such as *Jumping Flash!* and *Crash Bandicoot.* Its latest effort along these lines is a snowboarding game called *Cool Boarders,* from little known UEP Systems in Japan. Taking some time to add two more tracks to the somewhat limited Japanese release of the game, Sony obviously sees the potential in *Cool Boarders* as a PlayStation franchise. The game currently offers three tracks (five by the time it's released in the US), six different snowboards and your choice of either a male or female boarder. Of course, there are also plenty of board color and outfit choices as well, giving the game a nicely rounded presentation.



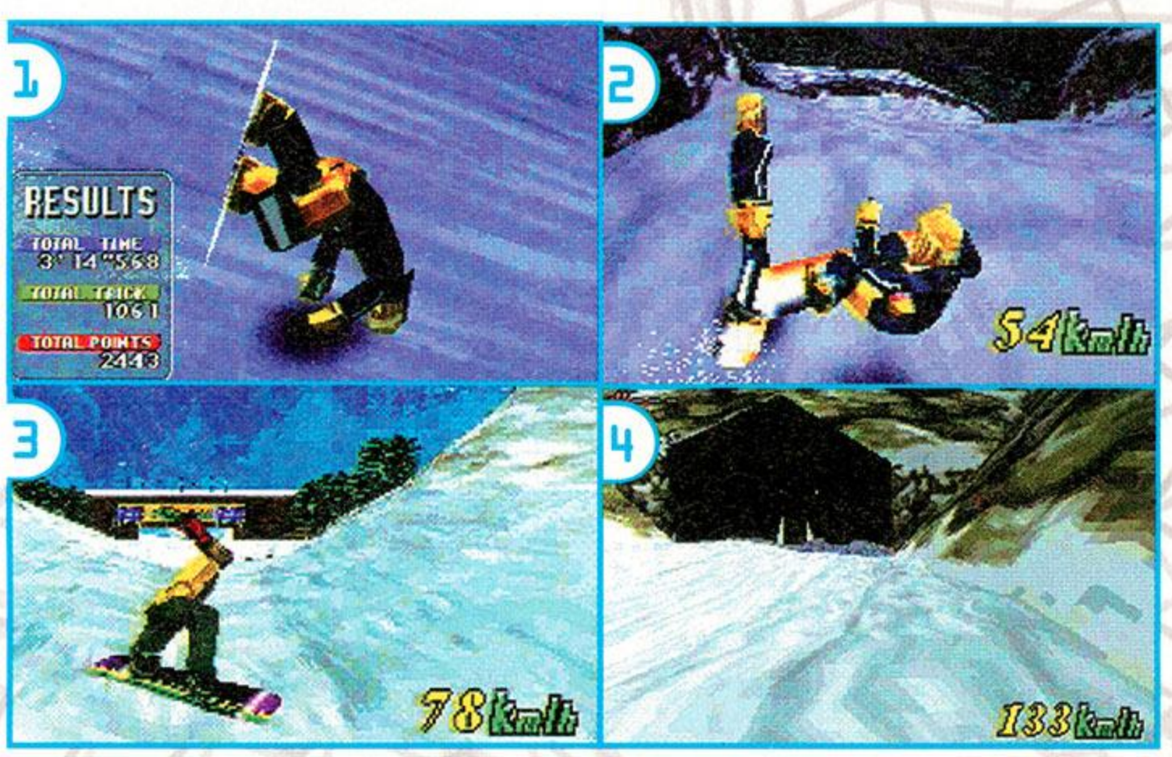
For a game based on getting to the bottom of the mountain, there sure is a lot of going up.

What's most on track at this point in the game's development are the realistic control and smooth visuals. Cruising down the cavernous slopes on your way to a record time is already a satisfying experience and that's without even considering the whole trick element of the game. Performing tricks for special jump points is the aspect of the game that's sure to give the game some replay value. Shooting for a 1440 spin with a tail grab is a challenge that's guaranteed to keep you playing until your thumb cramps up. But the ultimate thrill in *Cool Boarders* has to be the first-person mode. You'll actually find yourself leaning from side to side in order to make the turns and experience stomach-wrenching nausea when you bite the big one on a near perpendicular turn. The sense of speed is phenomonal! You'll find yourself checking for bruises and contusions after every run.

All in all, *Cool Boarders* is looking to be an extremely fun game for the PlayStation this Christmas.



1 Carving the deep powder on the edge of a cliff is where the men are separated from the dead men.
2 Watch out for those trees!
3 Just like a real mountain resort, *Cool Boarders* offers runs for every skill level.



1 Watch the head, watch the head!
2 Racing against your own best time is easy in the game's Ghost Mode.
3 Get sideways and you can expect to kiss a wall real fast!
4 For the ultimate in thrills, try the first-person mode!

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Release List

• NOTE: All release dates are subject to change at any time

DECEMBER

Nintendo 64

Blast Corps - Nintendo
Mortal Kombat Trilogy - Williams Entertainment
NBA Hang Time - Williams Entertainment
Star Wars: Shadows of the Empire - Lucas Arts
Tetrisphere - Nintendo
Turok the Dinosaur Hunter - Acclaim
Wayne Gretzky Hockey - Williams Entertainment

PlayStation

Arcade's Greatest Hits 2 - Williams Entertainment
Ball Blazer Champ - LucasArts
Broken Helix - Konami
Burning Road - Playmates Interactive Ent.
Command & Conquer - Virgin
Cool Boarders - Sony CE
Dark Sun - Data East
NBA In The Zone 2 - Konami
NBA Live '97 - Electronic Arts
Pool Shark - Mindscape
Powerslave - Playmates Interactive Ent.
Rally Cross - Sony CE
Real Bout Fatal Fury - Sony CE
Red Asphalt - Interplay
ReLoaded - Interplay
Road Rage - Konami
S.T.O.R.M. - ASC
Shining Sword - American Laser Games
Sign of the Sun - Koei
Slayer - Mindscape
Syndicate Wars - Electronic Arts
TNN Bass '97 - ASC
VMX Racing - Playmates Interactive Ent.

Saturn

Aerial Striker - Atlus Software
Andretti Racing - Electronic Arts
Bubsy 3D - Accolade
Command & Conquer - Virgin
Contra: Legacy of War - Konami
Crimewave - EIDOS Interactive
Crusader - Origin
Dark Sun - Data East
Descent - Interplay
Enemy Zero - Warp
Extreme Pinball - Electronic Arts
FIFA Soccer '97 - Electronic Arts
Fighting Vipers - Sega
Incredible Hulk - EIDOS Interactive
Magic Knight Rayearth - Working Designs
Major Damage - Capcom
Marvel Super Heroes - Capcom
PTO II - Koei
Sonic 3D Blast - Sega
Soviet Strike - Electronic Arts
Swagman - EIDOS Interactive
Syndicate Wars - Electronic Arts
Virtual On - Sega

PC

AD&D: Dragon Dice (Win 95) - Interplay
Daytona USA - Sega Entertainment
Deathtrap Dungeon (Win 95) - EIDOS Interactive
Dungeon Keeper - Electronic Arts
EF2000 - Ocean
Eraser (Win 95) - Imagination Pilots
Joe's Apartment (Win 95) - Viacom New Media
MDK - Playmates Interactive Ent.
Melt - ASC
Mindwarp (Win 95) - Maxis
Mortificator (Win 95) - Playmates Interactive Ent
Outlaws (Win 95) - LucasArts
Planetfall (Win 95) - Activision
Powerslave - Playmates Interactive Ent.
Reloaded - Interplay
Serpent's Kiss - Working Designs
Star Trek Generations (Win 95) - Spectrum Holobyte
StarCraft (Win 95) - Blizzard Entertainment
The Space Bar (Win 95) - Rocket Science
Ultima IX (Win 95) - Origin
Ultima Online - Origin
Ultima Online: Shattered Legacy (Win 95) - Origin
Virtua City PD - Sega Entertainment
Warhammer II: Fantasy Battle (Win 95) - Mindscape
Waterworld: The Quest for Dryland - Interplay
Wing Commander V (Win 95) - Origin
X-Wing vs. Tie Fighter - Lucas Arts

3DO

Waterworld - Interplay

JANUARY

PlayStation

Alien Striker - Atlus Software
Carnage Heart - Sony CE
Castlevania Bloodlines - Konami
Dark Sun - Data East
Demon Driver - Philips Interactive
Dream Team Basketball - EIDOS Interactive
Golden Nugget - Virgin
Hard Boiled - GTE Interactive
Herc's Adventure - LucasArts
Kumite: The Fighter's Edge - Konami
Lethal Enforcers I & II - Konami
Metal Jacket - Electronic Arts
Mortal Kombat II - Acclaim
NFL Full Contact - Konami
Pinky and the Brain - Konami
Road Rage - Konami
Soul Edge - Namco-Hometek, Inc.
Strange Golf - Mindscape
Suikoden - Konami
Super Motorcross - Acclaim
The 11th Hour - Virgin
VR Baseball - Interplay
VR Pool - Interplay
War Gods - Williams Entertainment
X-Men: Children of the Atom - Acclaim

Saturn

Broken Helix - Konami
Castlevania Bloodlines - Konami
Cyberbots - Capcom
Dark Sun - Data East
Descent - Interplay
Dream Team Basketball - EIDOS Interactive
Goal Storm Soccer - Konami
Hard Boiled - GTE Inbteractive
Heart of Darkness - Sega
Herc's Adventure - Lucas Arts
Jajamaru - Jaleco
Kumite: The Fighter's Edge - Konami
Legacy of Kain - Crystal Dynamics
Lethal Enforcers I & II - Konami
Manx T. T. - Sega
Mega Man 8 - Capcom
MLBPA Baseball - Konami
NBA Basketball - Konami
NBA Hang Time - Williams Entertainment
Perfect Weapon - ASC
Pinky and the Brain - Konami
Prime Time Football - Sega
Project Overkill - Konami
Soviet Strike - Electronic Arts
Spiked - Sega
Super Motorcross - Acclaim
Super Puzzle Fighter - Capcom
The 11th Hour - Virgin
Ultimate Football - Sega
Virtua Cop 2 - Sega
VR Baseball - Interplay
VR Pool - Interplay
Warriors of Fate - Capcom

PC

Crimea - Schwerpunkt
Deadly Skies - JVC
Galactic Mirage (Win 95) - Virgin
Harpoon '97 (Win 95) - Interactive Magic
MindWarp (Win 95) - Maxis
Mortificator (Win 95) - Playmates Interactive Ent.
Sega Rally (Win 95) - Sega Entertainment
Starfleet Academy (Win 95) - Interplay
Sub-Culture (Win 95) - Virgin
TNN Hardcore 4x4 (Win 95) - ASC

Genesis

X-Women - Sega

FEBRUARY

PlayStation

Crypt Killer - Konami
Death Drome - Viacom New Media
Down In The Dumps - Philips Interactive
Mechwarrior 2 - Activision
Midnight Run - Konami
Red Asphalt - Interplay
Zork Nemesis - Activision

Saturn

Mechwarrior 2 - Activision
Zork Nemesis - Activision

PC

Flesh 3D (Win 95) - CroTeam
Rebellion (Win 95) - LucasArts


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REVIEWS

Welcome to the most comprehensive reviews section anywhere.

How long can we keep up this frantic pace? Just look at all the titles we've got for review this month! And what great titles they are! Just about every game company out there has sent us their latest games, so we could let you, *the ULTRA Game Players* reader, know whether or not to spend your hard-earned (or is it hard-begged?) cash on the fruits of their efforts. So take the time and peruse this section very, very carefully. After all, these may be their games, but it's your money, right? Darn right! So, what are you waiting for? A written invitation? OK, here it is! Get to reading!

110 Black Dawn
098 Circle Of Blood
090 Daggerfall
093 Destruction Derby 2
100 Disruptor
106 Donkey Kong Country 3
096 Fighting Vipers
108 Formula 1
104 Grid Runner
115 Iron & Blood
094 Legacy Of Kain
120 Perfect Weapon
116 Street Racer
088 Soviet Strike
102 Time Commando
119 Tokyo Highway Battle
086 WaveRace 64

Sports Reviews

128 Madden '97
127 NBA Live '97
127 NHL '97
128 VR Golf

Inside The Score Box

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

GRAPHICS How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. Weighted by 4.

• MUSIC Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. Weighted by 2.

• SOUND EFFECTS Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. Weighted by 2.

• INTERACTION How well does the game respond to your commands? How much influence do you have over what's going on? Weighted by 4.

• BALANCE Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? Weighted by 4.

• DEPTH Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. Weighted by 4.

• EXTRAS Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? Weighted by 1.

• PRESENTATION Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? Weighted by 1.

• INNOVATION A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. Weighted by 1.

• RATING The total sum of all the categories, divided by 23.

The ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 9.0, it earns our *ULTRA Award*. This is our guarantee that you'll love these games, so don't miss 'em!

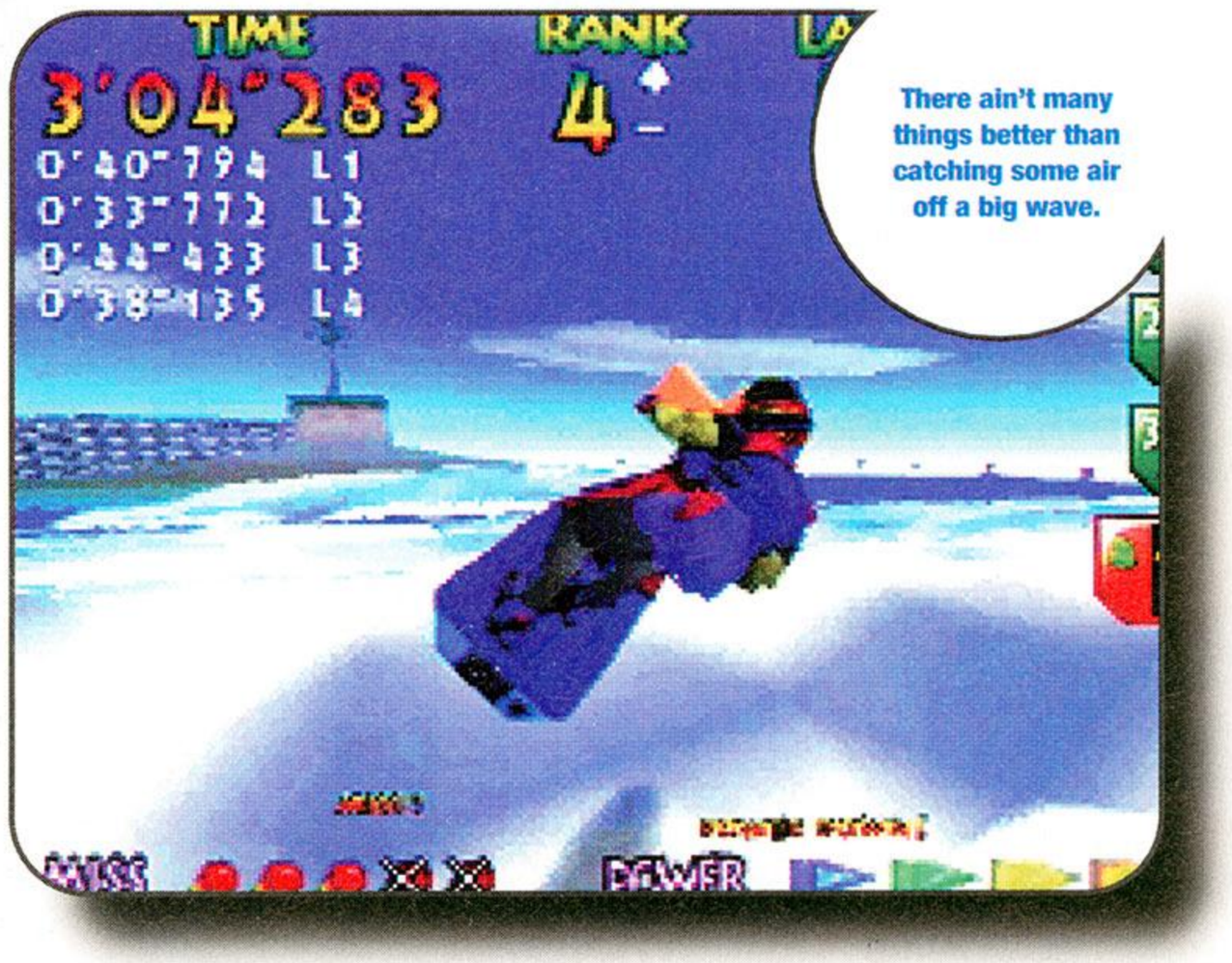
ALTERNATIVES

Shumi-Shumi Man 7 6.7
Super Kombat Fighter II 8.3
Jumping Flesh 4: Payback 9.8

If you like a game, chances are that you'll enjoy other similar games. That's why we now offer Alternatives. If you've read our review and you still aren't quite sure if the game is your type, just check out the alternatives to see if it's similar to any of your other faves.

AVERAGE 64

Life after Mario starts right here



There ain't many things better than catching some air off a big wave.



From the beginning, Nintendo's cry has been, 'quality, not quantity', and what that usually means is that there just isn't any quantity. However, if the first three titles are any indication, the N64 has plenty to rave about. *Mario* and *Pilot Wings* captivated everyone at the office with the amazing graphics and thorough gameplay, but *WaveRace 64* offers a new type of game for the N64. While *Mario* and *Pilot Wings* were kind of laid back, *WaveRace 64* is an adrenaline-pumping good time.

To say the graphics in *WaveRace* are gorgeous is a huge understatement. The screenshots on this page look amazing, but can't even come close to showing the absolute graphical perfection that is *WaveRace 64*. Adding to the delight of all senses are the perfect sounds of splashing water, roaring engines, and crashing waves. All in all, there has never been a better simulation of anything ever done on a console system. If you're having problems getting the money together for an N64, just think how much cheaper it is than a jet ski. With the money you have left over, you can hire a couple of bikini-clad girls to toss cold water on you during play — now *that's* real, not to mention invigorating.

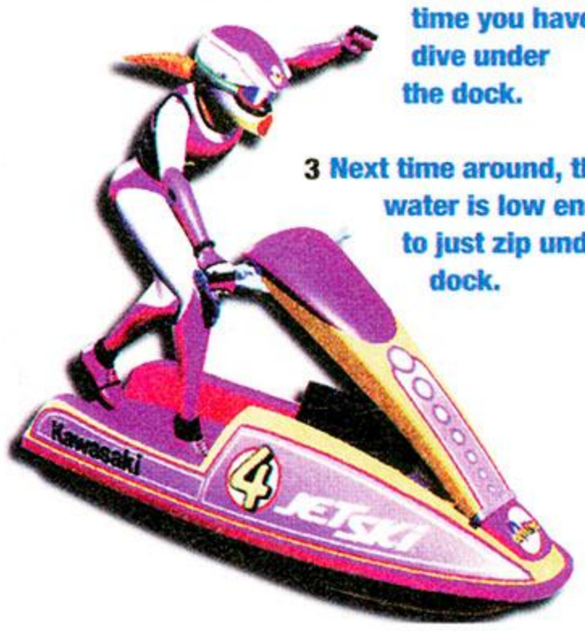
What makes *WaveRace* such a blast are the waves. I have no idea how the developers managed to perfect the water — I've been on oceans with waves that weren't this real. The different courses all have their own aquatic terrain, with everything from a calm lake to a rough ocean. On the calmer courses, you can cut back and forth with ease, while the choppier water requires different skills, like taking the waves at an optimal angle. There's a point in *WaveRace* where you can ride on the crest of a wave, and I swear that you can actually feel the wave beneath you. On another courses, you have to time the waves in order to jump over a barrier. It's elements like this that lend to the long-term playability of the game.

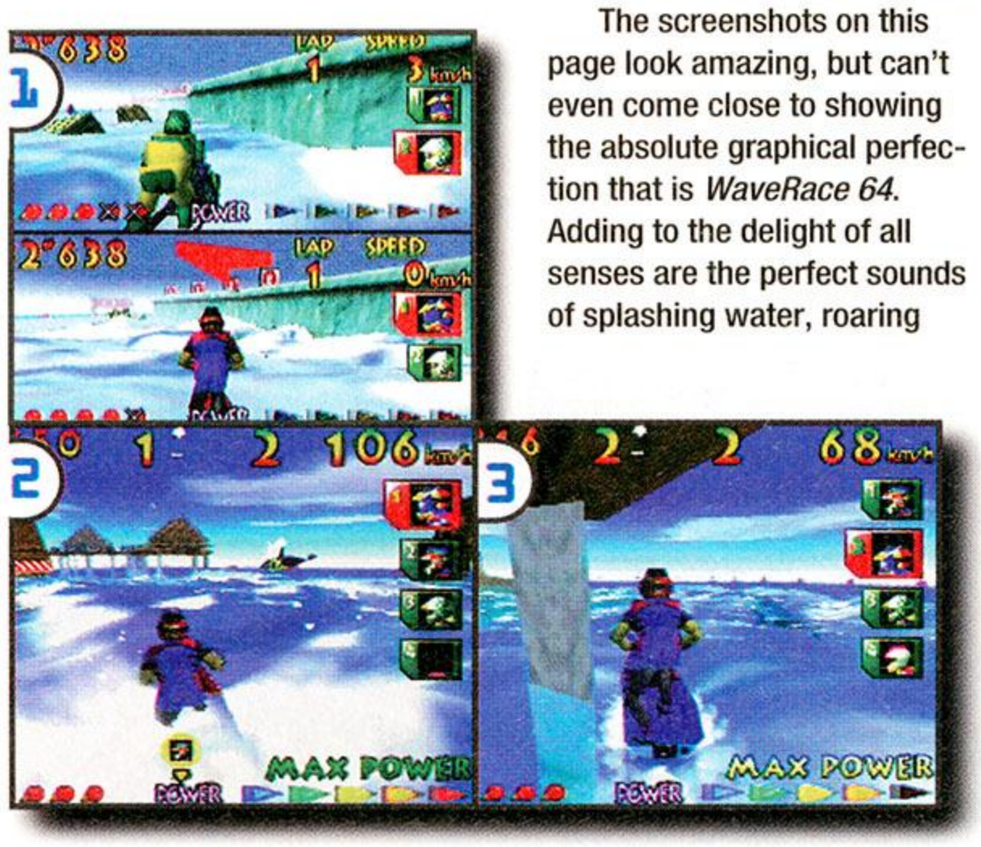
If *WaveRace* was just about looks and technology, it still wouldn't warrant an ULTRA award, but the

1 The split-screen, two-player game adds even more replay value to an already loaded game.

2 The water level rises and lowers on this course, which means each time around, the course is different. This time you have to dive under the dock.

3 Next time around, the water is low enough to just zip under the dock.





1 This night course is one of the tougher ones, but it's still real nice to look at. 2 The fog on this lake actually lifts, making it easier see what treacherous turns lie ahead.
3 The sunstreaked water on this track is another variation, but riding on the crest of this wave is the real treat. 4 Timing a wave perfectly to jump over this barrier is another key.

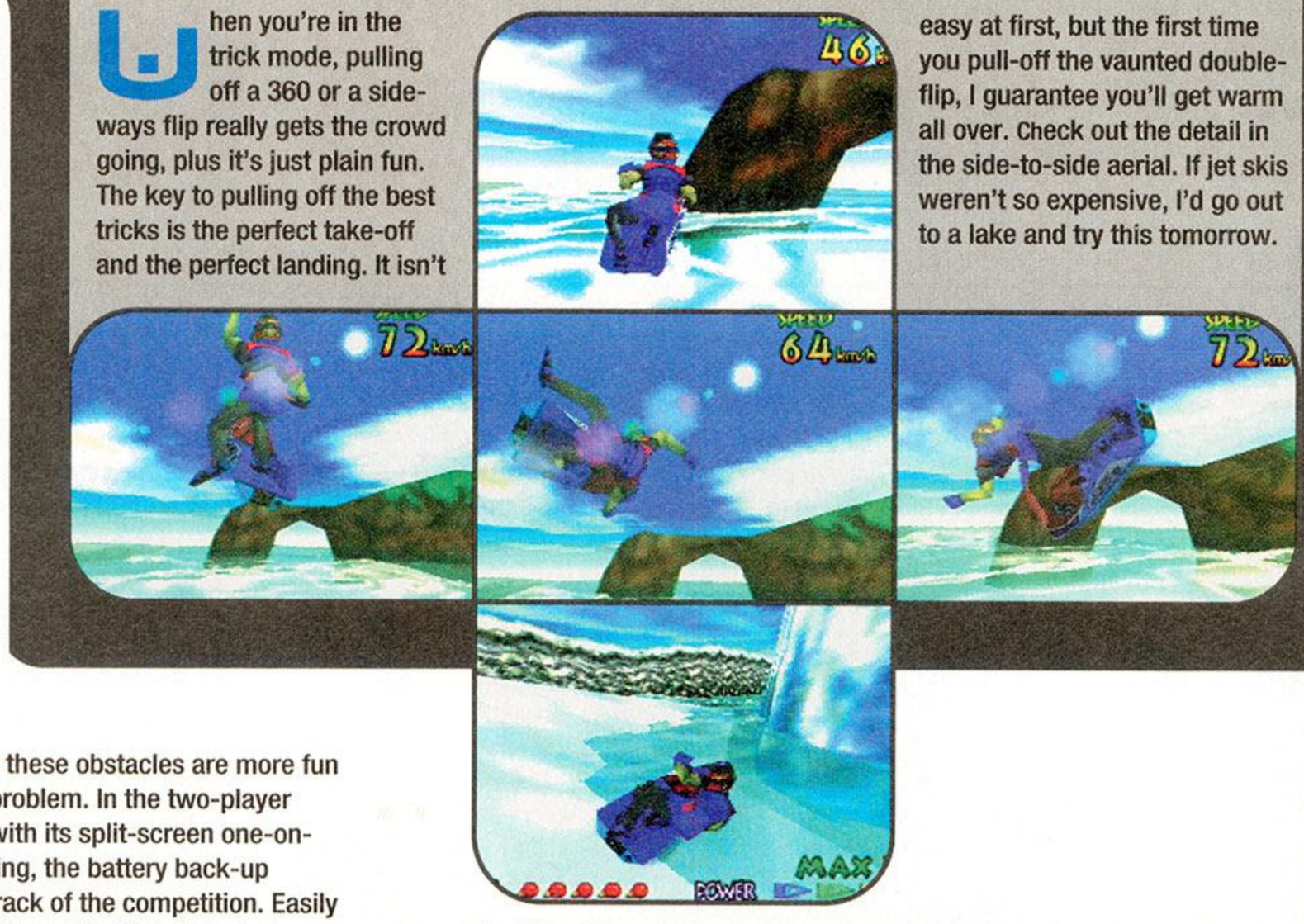




1-2 While the aerial tricks are the most impressive, in order to win in the trick mode, you need to pull off plenty of handstands and 360s.

HIGH FLYING

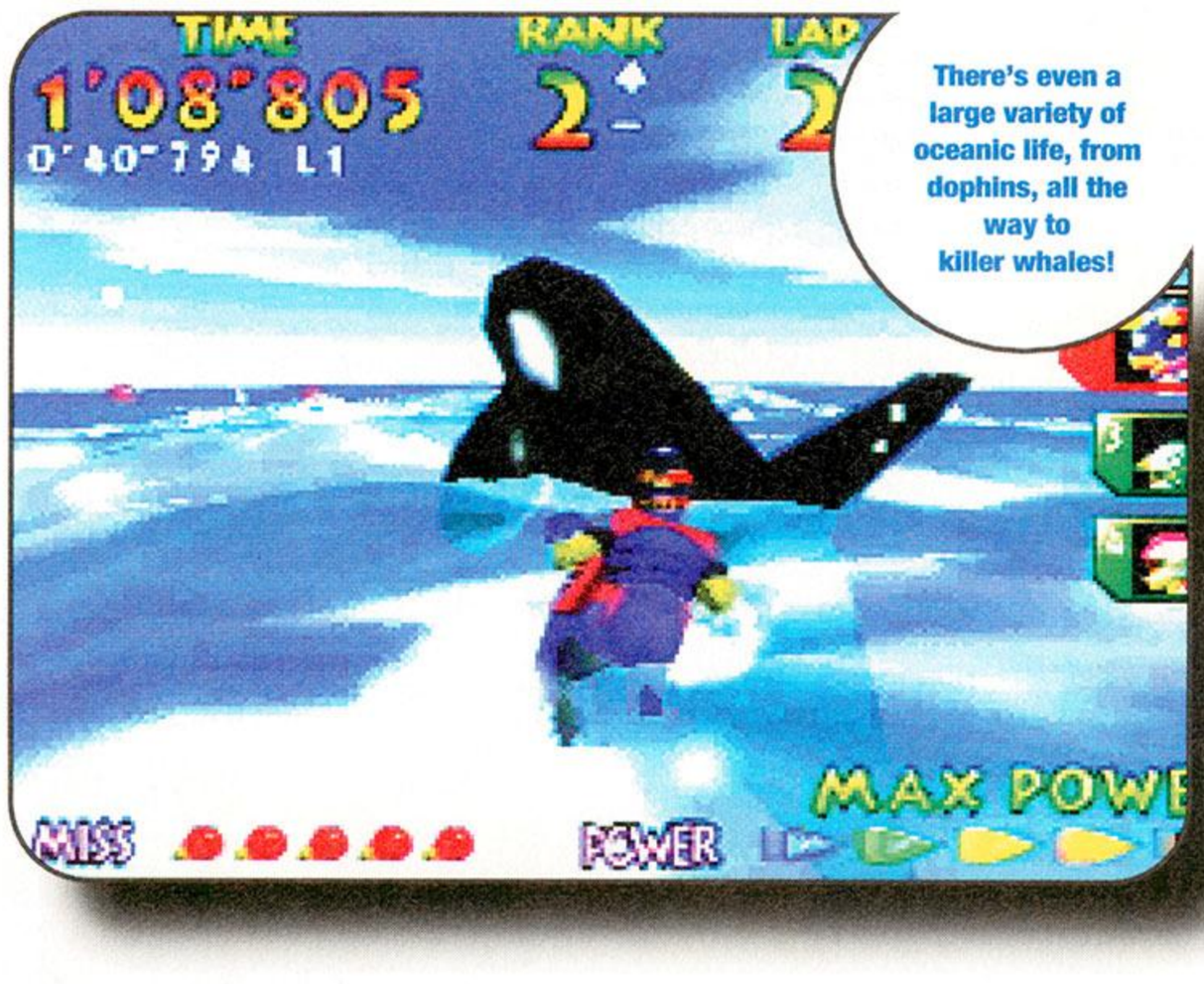
When you're in the trick mode, pulling off a 360 or a sideways flip really gets the crowd going, plus it's just plain fun. The key to pulling off the best tricks is the perfect take-off and the perfect landing. It isn't easy at first, but the first time you pull-off the vaunted double-flip, I guarantee you'll get warm all over. Check out the detail in the side-to-side aerial. If jet skis weren't so expensive, I'd go out to a lake and try this tomorrow.



trademark Nintendo gameplay is included throughout. You can race one or two players on three different difficulty levels, do time trials, or the addictive trick mode. The one-player race pits you against three other jet skiers, as you try to jet around a slalom course as fast as possible. Jumps, big waves, docks, and ship wreckage all stand in your way, but the analog stick gives you such control that these obstacles are more fun than a problem. In the two-player game, with its split-screen one-on-one racing, the battery back-up keeps track of the competition. Easily the best bonus in *WaveRace* is the trick course, where you have to gather as many points as possible by jumping, flipping, spinning, doing handstands, and making it through as many rings as you can. You can even pull off the tricks during a race — it doesn't score you any points, but the humiliation factor is high when you pull off a handstand at the finish line to down your opponent.

The only thing I would have changed about *WaveRace* is to include more racers to go against, but let's face it, that's nitpicking. Consider this the third reason to get an N64. If you've already got an N64, consider this your invitation to the local software store.

— MIKE SALMON



There's even a large variety of oceanic life, from dophins, all the way to killer whales!





1 Other courses include this one. The tide goes in and out while you race, giving you more beach and less water. 2 Check out the clear blue waters of the Caribbean on this track... 3 ...and this race around a big boat, that features this amazing jump, and a helicopter that appears curiously low (remember *Ridge Racer?*).

ALTERNATIVES

WipEout XL 9.5

ESPN Extreme Games 7.3

THE LINE

AUDIO & VIDEO

GRAPHICS	10
MUSIC	8
SOUND EFFECTS	10

GAMEPLAY

INTERACTION	10
BALANCE	10
DEPTH	9

SPECIAL

EXTRAS	9
PRESENTATION	9
INNOVATION	9

RATING

9.5

GENRE. ACTION • PLAYERS. 1 • PUBLISHER. ELECTRONIC ARTS • DEVELOPER. ELECTRONIC ARTS • RATING. T • M.S.R.P. $54.99

REVIEW

PLAYSTATION

プレイステーション

SOVIET STRIKE

The classic gameplay and complete 32-bit presentation make this game a killer

Well, if there was any successful 16-bit series that was just crying out for a 32-bit release, it had to be EA's *Strike* series. The smooth gameplay and crisp graphics were great for its time, but one could just imagine how much more involving a 32-bit version could be. *Soviet Strike* does exactly that, with the combination of near graphical perfection, crisp and interactive sound, and a total presentation that really sends the player into the world of the game.

In *Soviet Strike*, you travel through five different areas in Russia to complete your missions. Everything from the architecture to the snow-covered mountains is completely realistic. The developers took real aerial shots to base their textures on, then placed them over a polygonal map that gives the mountains and the valleys depth. Then artists spent hours creating realistic-looking buildings and military 3D models that are simply amazing.

As much as I hate to admit it, the FMV in *Soviet Strike* really adds to the game. The stylistic video introduces you to the characters and really sets you into the world. Using the video to explain the best way to attack certain enemies is innovative use of FMV and is really the only place for it. Another key to creating the world of *Soviet Strike* is the highly innovative interactive music system. The music's tempo and richness are determined in realtime by the amount of enemies on screen. In other words, when you're flying over a quiet area, the music is subdued, but when you head into an area with loads of enemies, the beat picks up and new instruments are added. This does a great job of building the intensity of the game.

Beyond the aesthetic wonder of *Soviet Strike* is the tried and true *Strike*-style gameplay. What's been added to this version is the first ever living battleground. As you fly around, completing missions, your allies are in a realtime battle against the enemy. If you aren't able to cut off the convoy of tanks in time, your allies are in for trouble. Also, if you don't cut down enemy communications, they will send in reinforcements to take you out. In this way, *Soviet Strike* does a spectacular job of putting you right in the middle of a war. The only concern I have with this game is that there are only five levels. Thankfully though, each of the five levels boasts a great variety and number of missions. I still would've liked Soviet Strike to be a little longer, but it's still one of the best action games available for any system.

MIKE SALMON





1 Everything is so damn pretty that you hate to destroy it... almost.

2 The mission map is done to perfection, with everything you need to know and then some.

ALTERNATIVES

Thunderstrike 2 8.8

Black Dawn 8.8

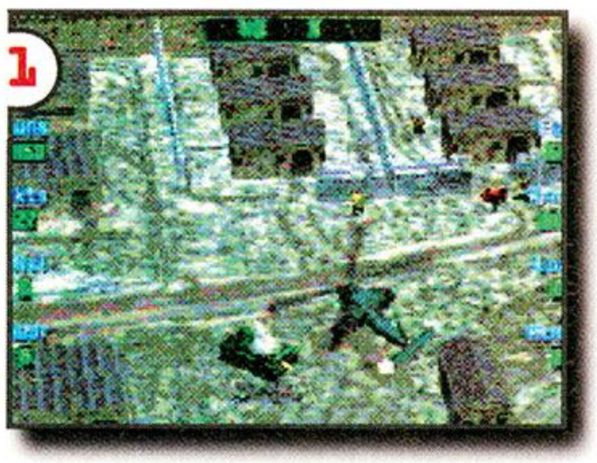
THE LINE

RATING

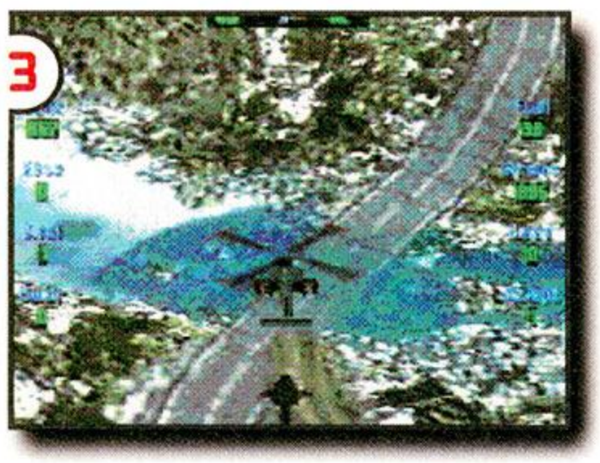
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	8
MUSIC	10	BALANCE	9	PRESENTATION	10
SOUND EFFECTS	9	DEPTH	8	INNOVATION	10

9.0

1 The great variety in terrain and missions creates new excitement around every corner. 2 Warm up those icy mountainsides with a little TNT. 3-4 Whether over water or land, your chopper has what it takes to kick enemy butt big time!









THE FIRST TIME

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FRUSTRATED AND

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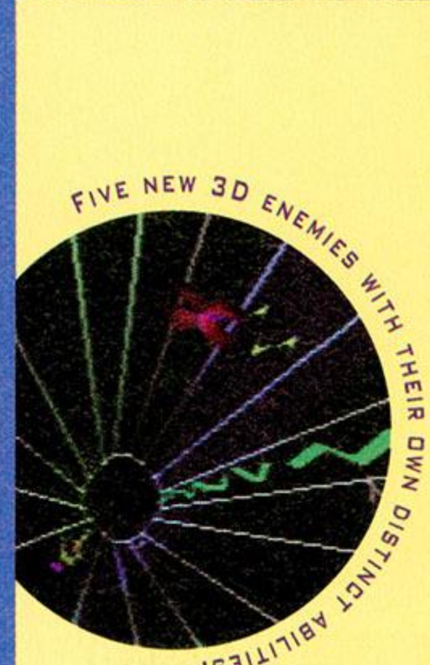
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REVIEW

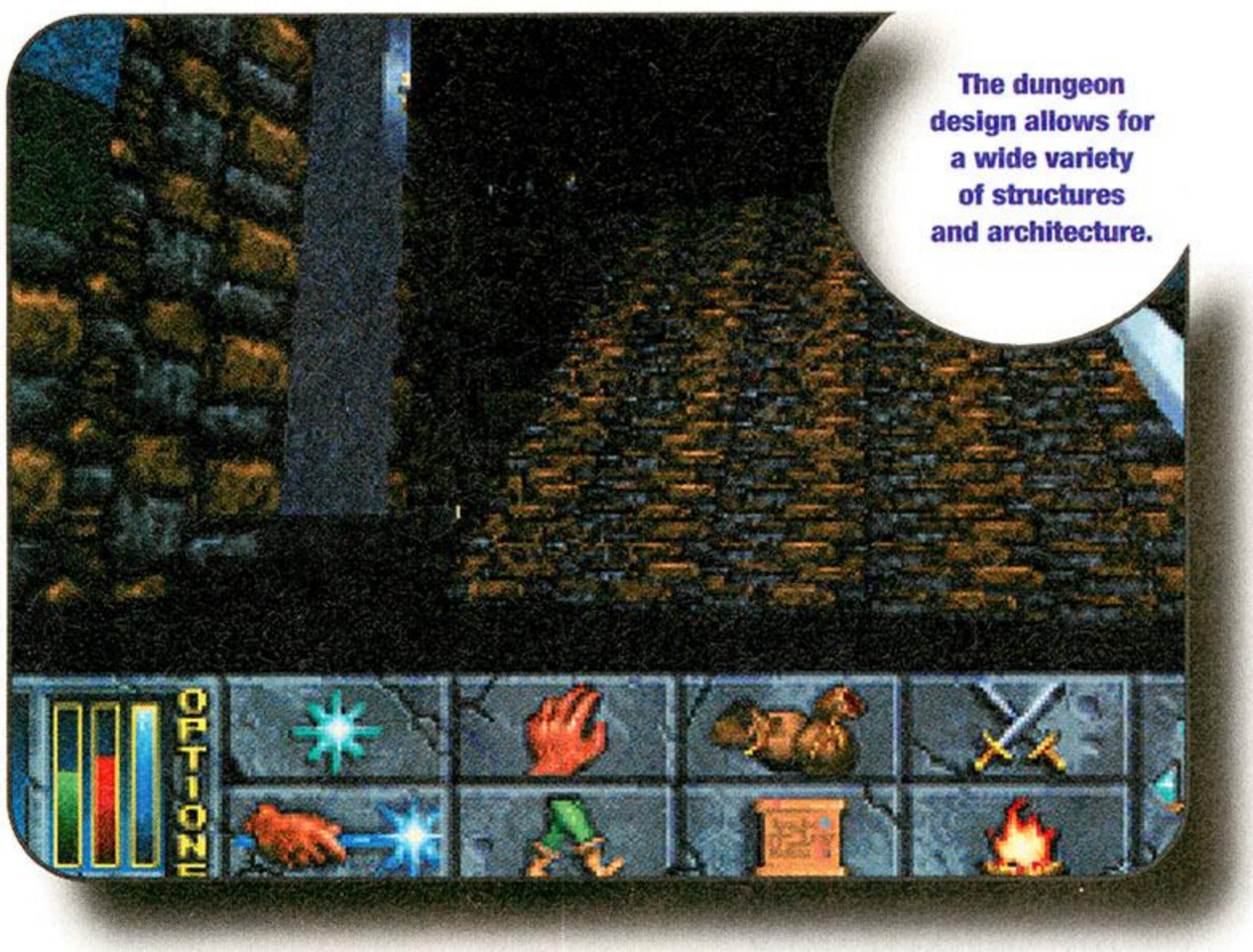
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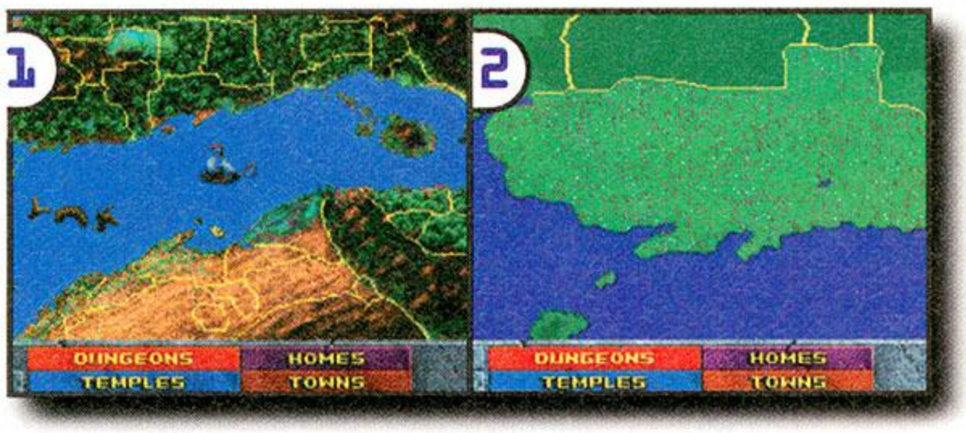
THE ELDER SCROLLS DAGGERFALL

Here's a complete world to explore from the comfort of your own home

Just imagine, if you will, a computer game that is so open-ended, you can do anything you like. Choose to be a professional killer or an honest merchant. Choose to help people, or destroy them. Wander the countryside, searching out treasure, adventure, and meeting hundreds of new people across the continent. Put all that on a single CD-ROM, and you've got *Daggerfall.*



The dungeon design allows for a wide variety of structures and architecture.



1 The lands of *Daggerfall* total an area larger than Great Britian.

2 All these dots are locations you can travel to. And this is only in ONE region!

The world is huge, and the sheer number of quests, objects, people, towns, dungeon, cities, spells, and monsters is staggering, but how does this translate into gameplay? Apparently, it means a lot of the game is running gopher missions for various people. An innkeeper might send you out to locate some lost gold, or have you act as a protector when the gambling mob comes for his life. However, after a couple of game hours, the main story will take hold. You can choose to play it out or not — the game will continue either way. But the story line is one of epic proportions and certainly well worth the exploration.

Most of the game's adventuring takes place in dungeons, however, the layout of each is unique, and each contains its own surprises. A necessity in such large, spacious dungeons is an automap, which *Daggerfall* supplies.

The game has several control modes, so each player is sure to find something that suits his or her desires. Magic and combat are controlled just like they were in *Arena*, with real-time mouse movements. Although the combat interface lacks something in finesse and strategy, it's an effective means to keep the player in the game real-time, without breaking from the action.

Although the graphics look like they belong to an older game, the fogging in cities and the variety of objects among the countryside make up for the blocky, pixelated views.

Daggerfall is by far the deepest RPG experience you could have on your PC. Although there's plenty of room for growth, Bethesda certainly delivered on its three-year promise.

• MIKE WOLF

REQUIREMENTS
- Double-speed CD-ROM drive
- 486DX2/66
- 8MB RAM
- 50MB hard-drive space
- Mouse

ALTERNATIVES
- Elder Scrolls: Arena 8.9
- Realms of Arkania 8.9
- Ravenloft 8.2
- Stonekeep 7.7

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	6	INTERACTION	10	EXTRAS	9
MUSIC	8	BALANCE	9	PRESENTATION	9
SOUND EFFECTS	10	DEPTH	10	INNOVATION	9

8.8

1 Not only are theives, giant bats, and spiders a threat, but grizzly bears will haunt your path. **2** It's always the most innocent-seeming doorways that hide the terrors of the worst dungeons. **3** The automap shows how 3D the dungeons really are. **4** Cities bring out the beauty of the simple *Daggerfall* interface.







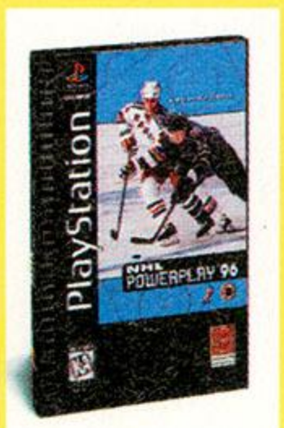


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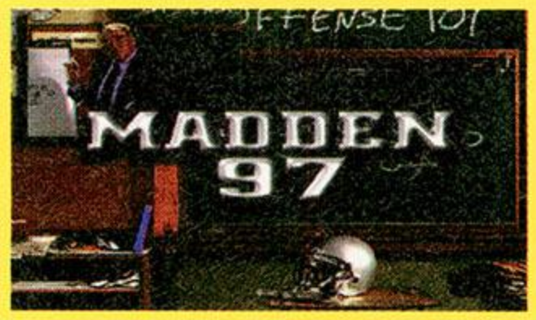
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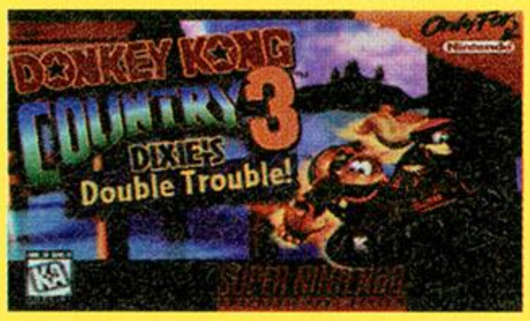


'SUPER MARIO 64' Mario goes 64-bit! His updated look is a rendered 3D image with texture mapped polygons. He's now able to slide and hang on as he explores new landscapes. **NIN 64 $62**

30 Blast Sonic 3D Blast



'SONIC X-TREME' Sonic can move in any direction with full camera rotation. Evil genius Robotnik has created a Death Egg so huge that its gravitational pull is sucking up all 5 surrounding worlds. Sonic's job is to rescue the Mips from each world before they can be destroyed. **SAT $46**



'DONKEY KONG COUNTRY 3' New friends and enemies make the adventure more exciting, while checking out new unexplored areas featuring lots of hidden areas. **SNES $64**



'ULTIMATE MORTAL KOMBAT 3' Shao Kahn has entered the earth realm to punish humans and wrench their souls.
GENESIS $69 SATURN $54 SNES $71



'NAM 1975' On the camouflged boat ready for action, the smell of the morning grass made them momentarily forget the war. The sounds of the enemies rifles reminds them that they are at war. The men running up to the deck had a hunch, the nightmare was starting again. **NED GEO CD $46**



'DRAGON FORCE' The world of Legendra has fallen prey to the frightening reign of Madurk. His unquenchable thirst for power has replaced tranquillity with terror and honor with treachery. Alas, the solitary hope for redemption has been reduced to 8 powerful warlords! **SAT $48**



'FINAL DOOM' Skewered corpses, gut wrenching shotgun blasts and demonic backgrounds are some of the enhancements of Final Doom. Fluid movement that's free of slowdown is another feature in this bloodfest! Making Final Doom the best corridor shooter around! **PSX $52**



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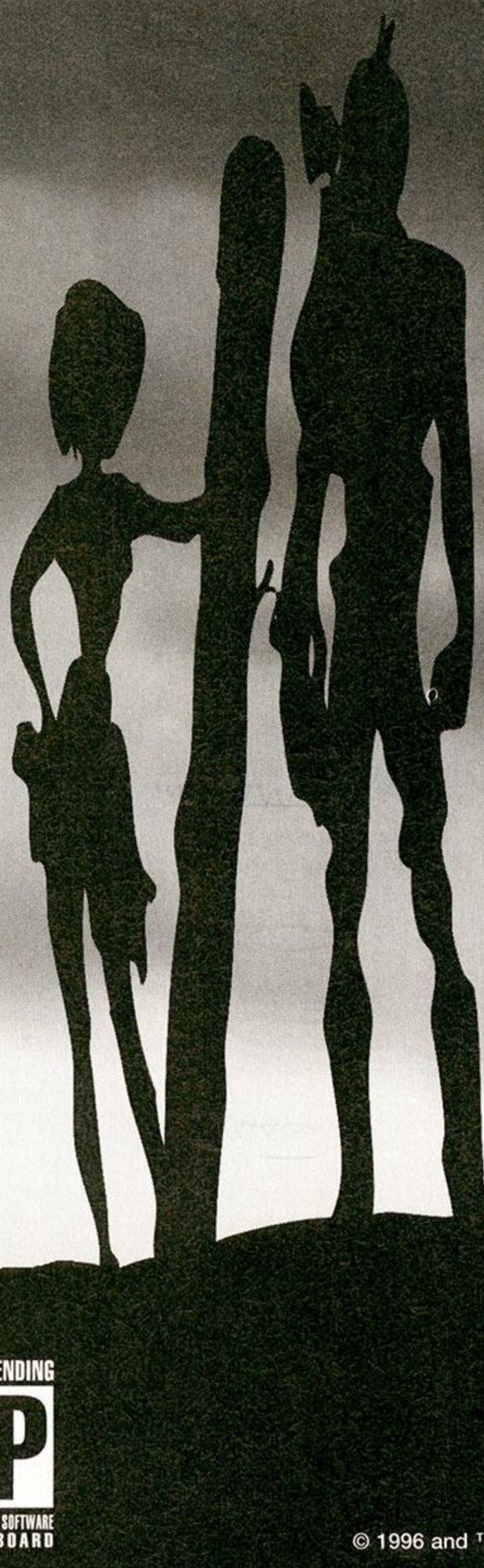
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— The Shiny Team





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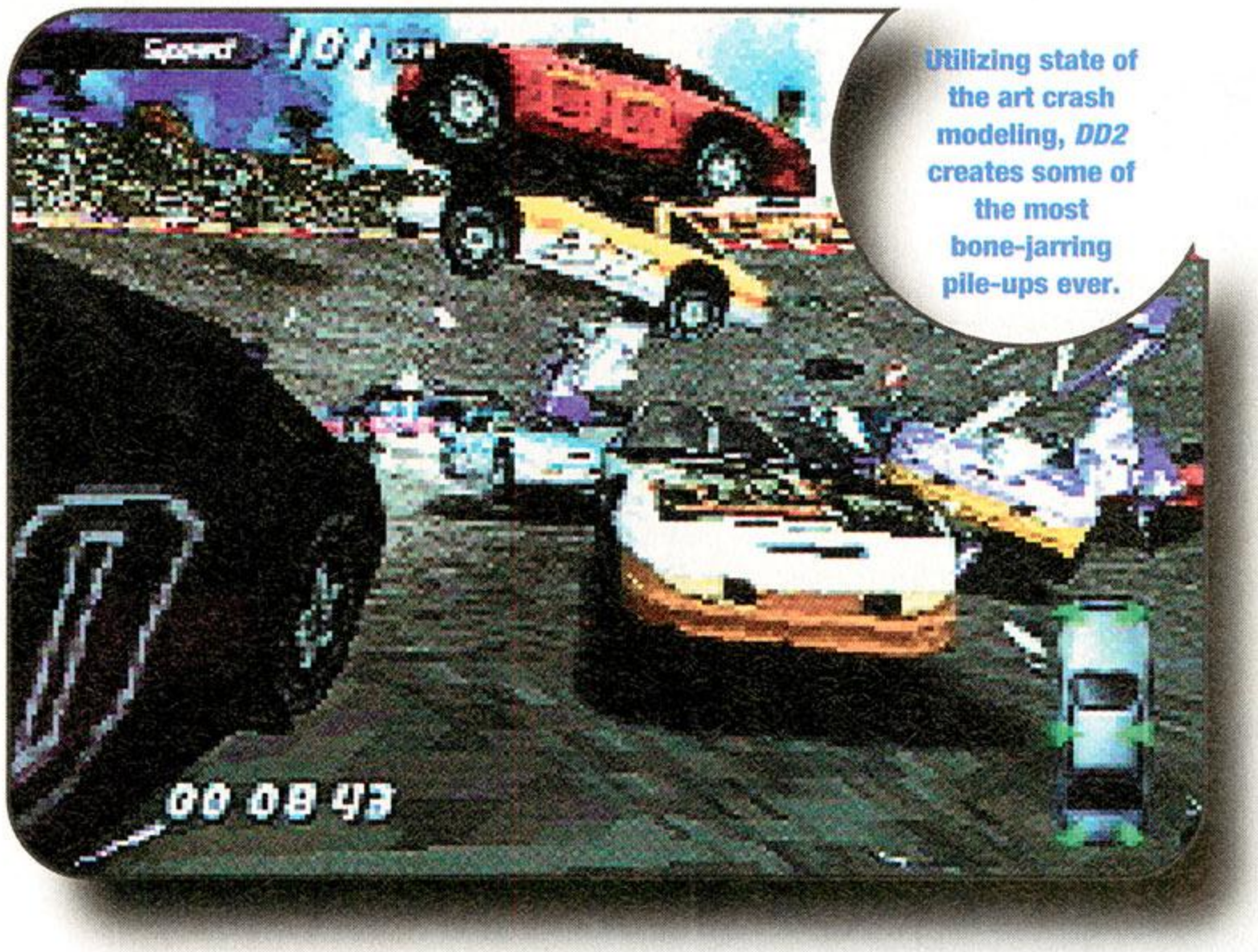
DESTRUCTION DERBY 2

It's always strange when a sequel outshines the original

With sequels to big titles becoming inevitable in the increasingly cautious videogame industry, it's games like *Destruction Derby 2 (DD2)* that help keep this fact from meaning mindless repackaging of proven properties.

More than just a simple update to an already successful concept, Psygnosis has actually gone back and re-thought what makes a great destruction derby game. Shifting the focus more towards the traditional racing game model, *DD 2* is not only considerably faster than the original, but also more intense all around. Combining this new focus with more challenging tracks and a revamped crash model (which now allows the cars to leave the ground), this game gives you everything that was great about the original and much more.

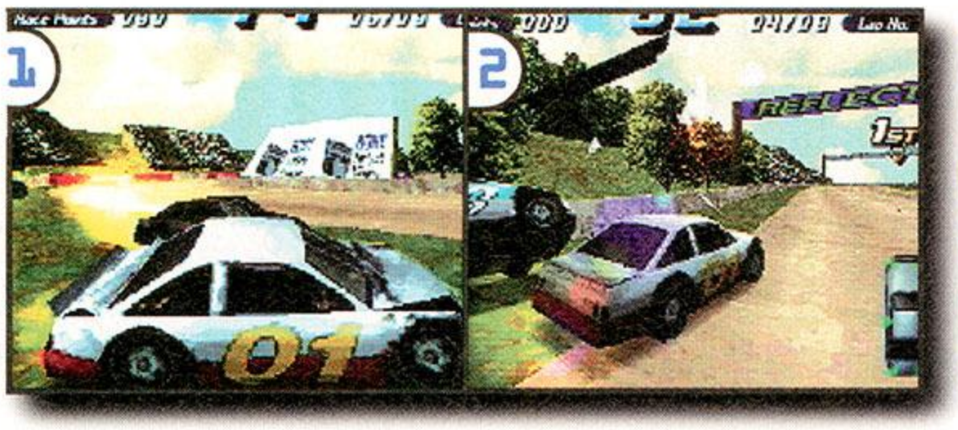
When first picked up, the track's increased width, length and variety make *DD 2* feel much more like a high-speed stock car racing game than last year's close-quarters smash-'em-up. After the first few laps and consequent close encounters with the 19 other cars on the track, however, it's evident that this is not a traditional racing game. How many racing games give you points for spinning a competitor's car all the way around or grinding them into a wall? Perhaps the most significant difference, though, is in the way the race is approached. In most racing games, the driver is rewarded for avoiding contact with the other cars. *DD 2* requires the development of crashing skills to be successful. The AI is specifically designed to force that hand. Finishing a race without making contact with another car is impossible, and certainly not advisable.



Utilizing state of the art crash modeling, *DD2* creates some of the most bone-jarring pile-ups ever.

When a sequel makes too much of a departure, there will be some fans disappointed with the results, but in playing *DD2*, the reasons for changing certain aspects are evident. The only real drawback which has not been improved is the occasionally stiff control. It can certainly be argued that, when you manage to whip your car through a crushing 180 spin and get back on course without ever going below 80 mph, the control is a work of art, but there are still times when it falls a little short. Otherwise, this game is first-rate fun and is a must-have on your holiday wish list.

PATRICK BAGGATTA



1 With an even tougher sense of competition, *DD2* makes the original look like a round of bumper cars.
2 Considerably faster and more intense than the original, every bump is cause for alarm.

ALTERNATIVES

Andretti Racing	8.5
Formula 1	9.3
Road Rash	7.3

THE LINE

RATING **8.6**

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	7	EXTRAS	9
MUSIC	9	BALANCE	9	PRESENTATION	9
SOUND EFFECTS	9	DEPTH	9	INNOVATION	7

1 After a few laps, the track looks more like a battle zone than a race course. 2 A new feature, the pit stop, allows you to repair the damage on your car. 3 With numerous new bowls, the game is just as much fun off the track as on. 4 Special graphic effects, like real-time lens flare, help give the game a definite second generation look.



GENRE. RPG • PLAYERS. 1 • PUBLISHER. CRYSTAL DYNAMICS • DEVELOPER. CRYSTAL DYNAMICS • RATING. M • M.S.R.P. $54.95

REVIEW PLAYSTATION プレイステーション

BLOOD OMEN: LEGACY OF KAIN

Sharp fangs and a sharper sword — Kain's bite is deep and consuming

Don't worry about dying in this game — you're already dead for most of it. Part arcade slasher, part RPG, *Legacy of Kain* puts you in the role of a nobleman brought back to life as a sword-wielding, vengeance-seeking, blood-sucking vampire.

From an overhead view, the player's quest begins in search of Kain's assassins, but further evolves into a journey to restore order to the realm by killing nine bosses. Kain's quest is particularly bloody, as his life meter must be replenished by feeding on the blood of wounded enemies and innocent townspeople alike. Feeding is a unique design element and a big part of the gameplay. Once a human opponent is killed, their blood can not be consumed, so hitting them just enough to dizzy them adds a strategic element to the fighting. It should also be noted that the cut-scenes are also extremely graphic, and, along with Kain's angst-ridden voiceovers, this game completely earns its Mature rating.



Besides looking cool, 'feeding' restores your health, so you're practically encouraged to kill innocent villagers.

While the fighting part of the adventure takes precedence, the RPG touches play a big part in rounding out the gameplay. Kain can collect armor and multiple weapons, along with some gruesome spells that include Flay, Decay, and Implode. Like any real vampire, Kain also earns new morphing abilities and can become one of five forms, including invisible gas and a werewolf.

The game emphasizes gritty skirmishes during exploration of the massive world. Graphically, it doesn't really break any new ground. Some good lightsourcing effects are used to light the dungeons and illuminate spells, but occasionally too many light-dispersing objects appearing together will cause a noticable slowdown in the game.

Generally, the in-game control is good, although cycling through the spell menus can get tiresome, and there are some exasperating loadtimes.

Despite these nuances, the game unfolds in a well-balanced way, with plenty of little puzzles that break-up the monotony of continous swordplay.

Blood Omen distinguishes itself as a gripping 32-bit title by carrying with it a tone (in this case, an anti-heroic one) that could not be conveyed in the world of 16-bit.



1 Crypts feature hosts of undead enemies, but token humans are chained to the wall to help replenish your health.

2 As a werewolf, Kain can jump to higher terrain.

TOM RUSSO

ALTERNATIVES

Beyond The Beyond 6.8

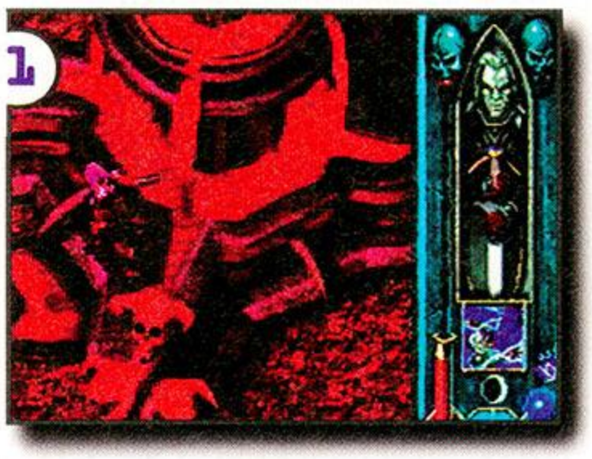
Legend Of Oasis 8.4

THE LINE

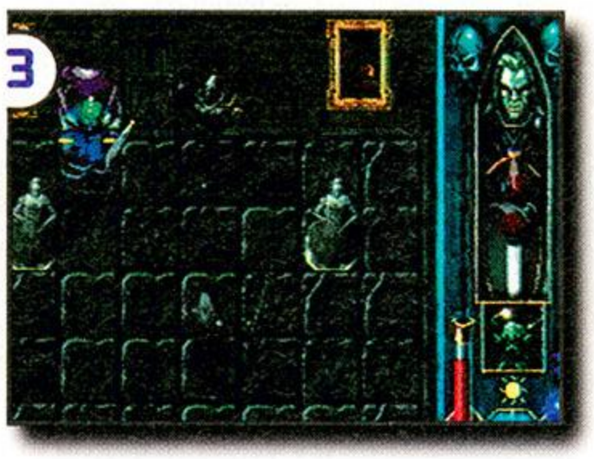
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	6	INTERACTION	7	EXTRAS	9
MUSIC	9	BALANCE	8	PRESENTATION	10
SOUND EFFECTS	9	DEPTH	9	INNOVATION	8

RATING 8.0

1 Fountains of blood increase Kain's physical attributes. 2 Not all is well in the back room of this inn. 3 Nuptraptor's an easy first boss to kill.
4 Visit plagued towns and you'll be treated to pleasant scenery, like cartloads of the dead.









If these walls could talk, they'd scream.



Are you ready for a nightmare? Resident Evil brings an entirely new style of game where intrigue and fright plague the player from start to finish. It is a must-have. –EGM



★★★★★ Revolutionary. With liberal amounts of action, challenging gameplay, smooth control, and plenty of genuine scares, this is one game nobody should be without. –NEXT Generation

Every now and then, a game makes a leap in innovation and design that completely redefines a genre and sets a new standard. Resident Evil is that game... –Game Players

RESIDENT EVIL™

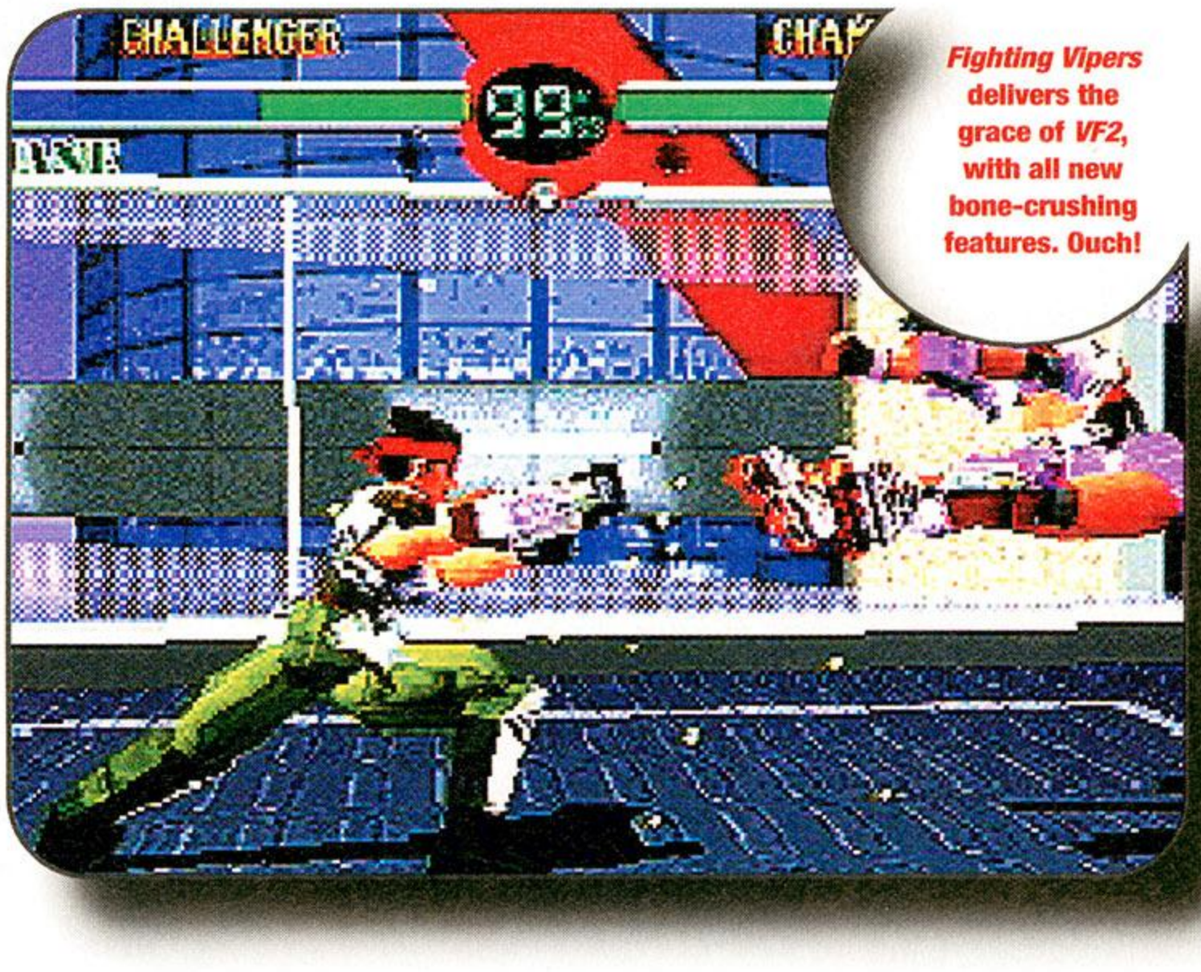
MATURE M AGES 17+

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Don't even think about Resident Evil II–not 'til you've earned it, sissy-boy. www.capcom.com

FIGHTING VIPERS

Is this fully loaded model the Cadillac of fighting games?



Fighting Vipers delivers the grace of *VF2*, with all new bone-crushing features. Ouch!

There are many speculations as to the origin of *Fighting Vipers*. Perhaps the most popular belief is that the game was simply a way for the AM2 team to keep busy while waiting for the Model 3 Board to be ready for work on *Virtua Fighter 3*. Others believe that *Fighting Vipers* was a way to test new ideas such as 3D ring-boundaries for future implementation in the *Virtua Fighter* series. Finally, there are some people that believe that the team simply had more than one great fighting game series in them and *Fighting Vipers* was a way for them to use ideas that just wouldn't work in the *Virtua Fighter* series. In the end, it really doesn't matter how *Fighting Vipers* was born. What does matter is that the game is bold, creative and exceptionally well executed.

So that there is no doubt, if you are a fan of the arcade version of *Fighting Vipers*, prepare to be very impressed by the home version. While the resolution quality is not quite the same as the arcade, it can be said that just about everything else, including some especially nice shading and lighting effects, is dead-on. This is equally true of the actual gameplay, which is fast, reliable and comprehensive. Beyond just porting over the arcade version to the Saturn, however, Sega has gone the extra mile in packing in the extras. Added features include: secret characters; a hyper mode; a team battle mode; an excellent training mode; a match playback feature (pre-loaded with some special AM2 recorded matches for your viewing pleasure) and four different difficulty levels. With all the bonus features, Sega has taken what was once a great game for the limited play-time of the arcade and made it a rewarding game for the home.

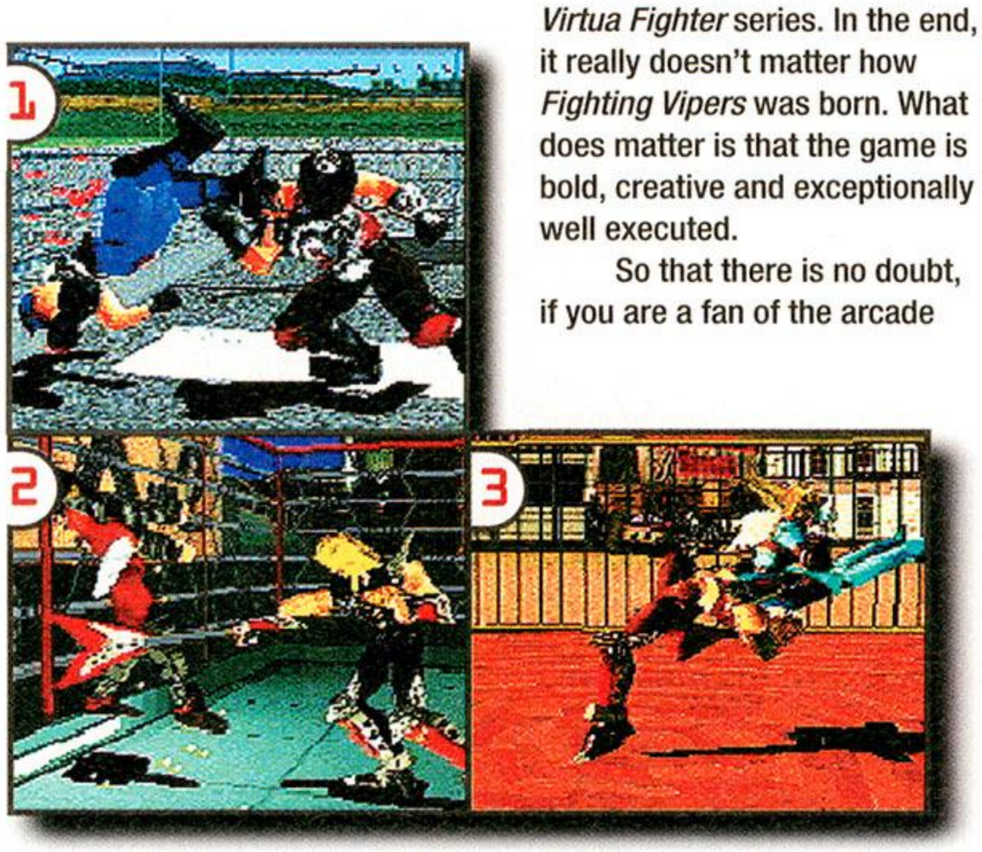
Beyond all the great innovations, what makes *Fighting Vipers* perhaps the best fighting game of the year is its ability to not only introduce bold new features into the genre, such as 3D ring-boundaries, but to instill in each of the new features the kind of depth found only in the most tried and true elements in fighting games today. The use of 'Armor Breaking' moves, for example, becomes an extremely natural part of even the most novice player's strategy within just a few matches. This applies just as thoroughly to the use of the 3D walls, where it takes but a few moments to master the technique of pinning an opponent against the wall in a merciless onslaught of punches, kicks and body slams. The real magic of these and other new



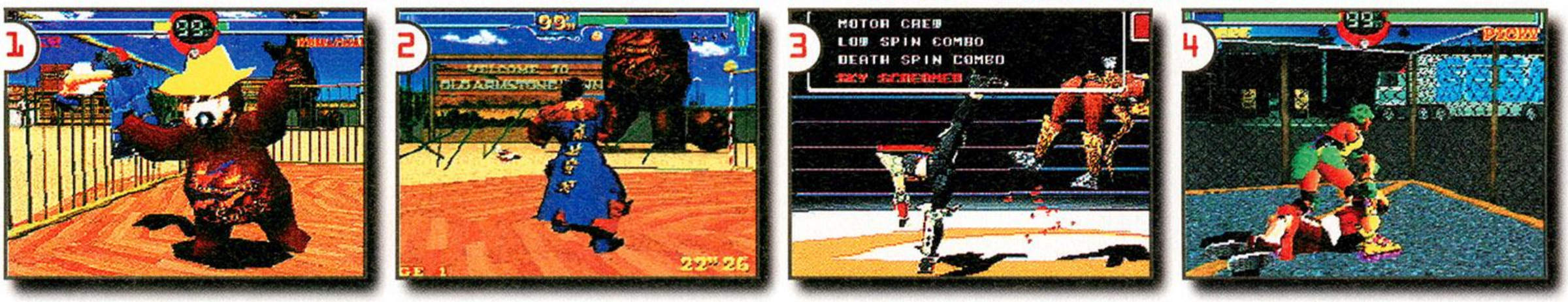
1 Some characters, like Sanman, depend on sheer power to destroy their opponents.

2 Characters like Raxel and Picky actually have use of extremely painful 'weapons'.

3 With a new emphasis on throw moves, there are some interesting techniques to explore.



1 Kumachan is just one of the many hidden surprises in *Fighting Vipers*. 2 Ending a fight with a powerful move often results in an extremely dramatic finish. 3 The thorough 'Training' mode is where you can learn all the advanced moves you'll need. 4 Quick reversal moves, like Picky's 'between the legs' maneuver, can be an effective tool.

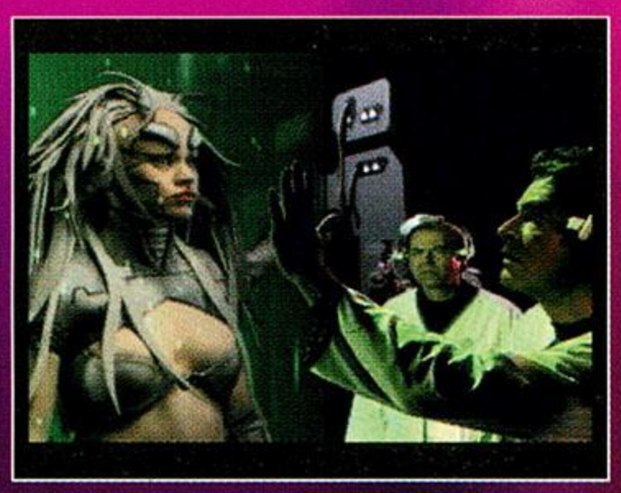


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THRUST IT!





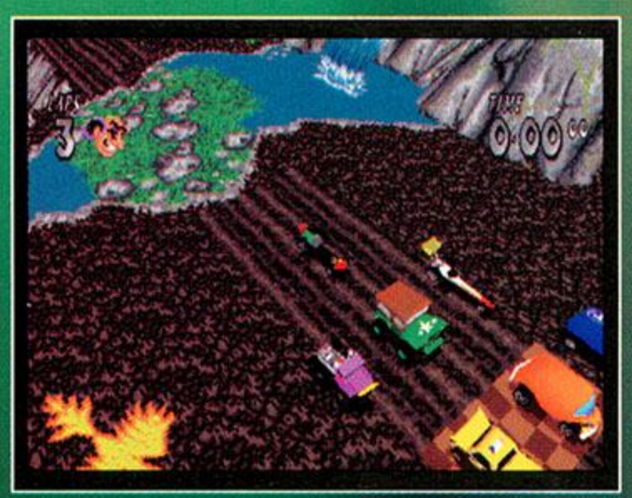


stellar ... ***head rush*** ... six axis flight ... ***galactic laughter***

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SLAM IT!



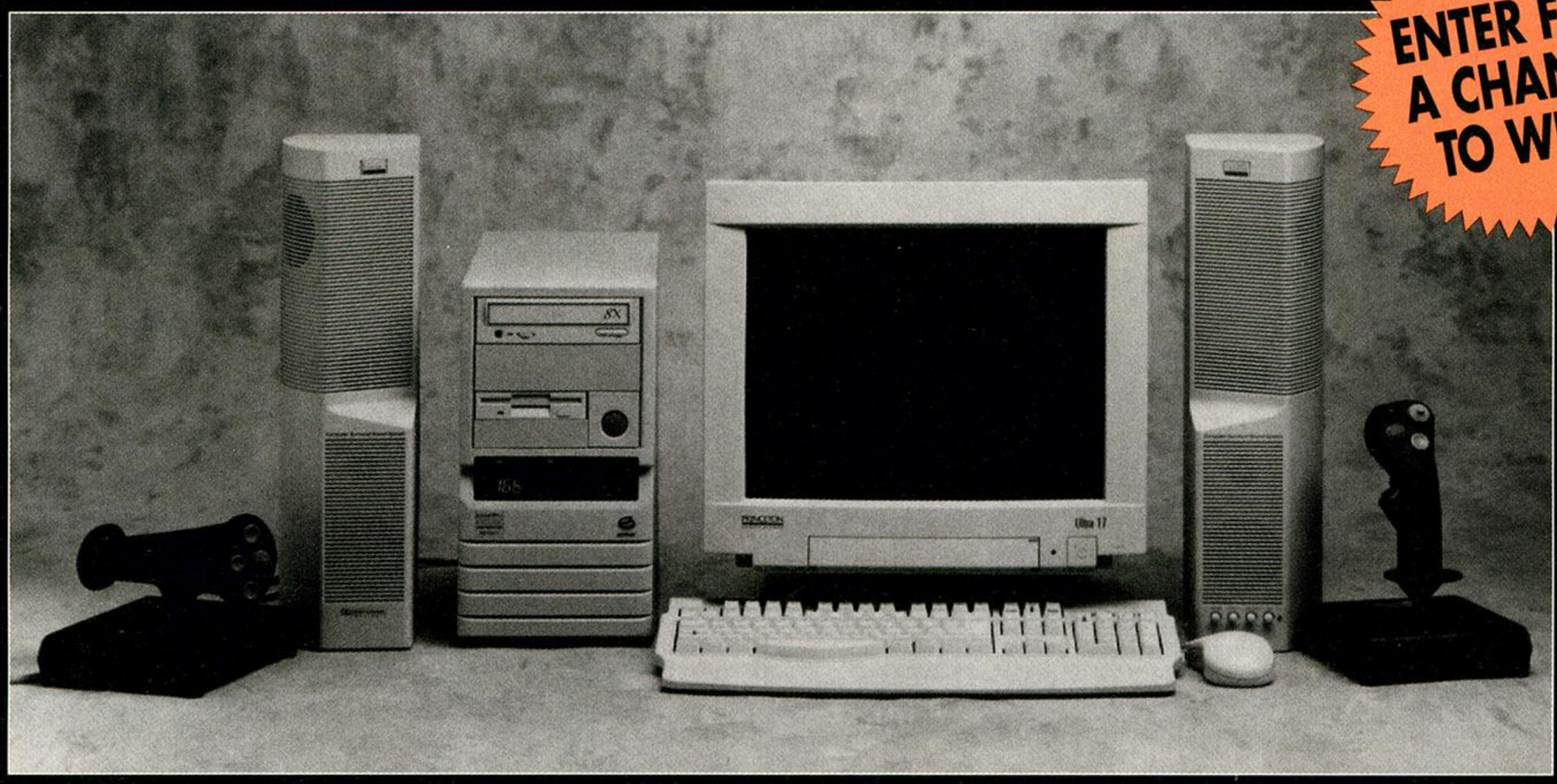




addictive ... 1-8 players ... **wacky** ... ***slammin'*** ... *retro* ... ***competition*** ...

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1-2 The 'air recovery' feature allows you to spare yourself from the impact of the ground at the cost of leaving yourself a floating target for a brief moment.

features, however, is that while they are extremely easy to get a taste for, they're all left wide open to those willing to use them in sophisticated strategies.

Finally, the reason to buy and love *Fighting Vipers* is not just because of the famous development team that made the game, or even because of Sega's grand tradition in making great fighting games. The reason to love *Fighting Vipers* is because, all on its own, this game offers some of the most innovative and satisfying gameplay available in any fighting game, anywhere. So, until *Virtua Fighter 3* comes home (in whatever form that may be), this is about as good as it's going to get, and that's pretty damn good.

PATRICK BAGGATTA

CAGE MATCH

Of all the impressive innovations in *FV3*, it almost goes without saying that the 'cage match' element is by far the most important. Considering this point, it's essential to learn how to use the walls to your advantage. Whether climbing the ropes for the extra height needed to deliver Candy's crushing drop kick, springing off the wall with one of Picky's specially designed attacks, or just bouncing an opponent off the fence with Mahler's devastating elbow, using the wall is how this game is mastered.





Powering-up for an armor-breaking blow, Candy's powerful backside is not to be underestimated.



1-3 An extremely important part of an overall winning strategy, breaking an opponent's armor makes him/her especially vulnerable to your attacks. The way to do this is by using special 'Armor Breaking' moves. When done correctly, there will be a quick triple-take camera sequence and their armor will break apart. 4-5 Stop beating yourself up. This self-abuse is just not healthy for anyone involved. Don't you know that 'U' is the first letter in 'Understanding'?

ALTERNATIVES

Virtua Fighter 2	9.9
Tekken 2	9.2
Star Gladiator	8.0
Tobal No. 1	9.0

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	10	EXTRAS	10
MUSIC	8	BALANCE	10	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	10	INNOVATION	10

RATING

9.4

REVIEW

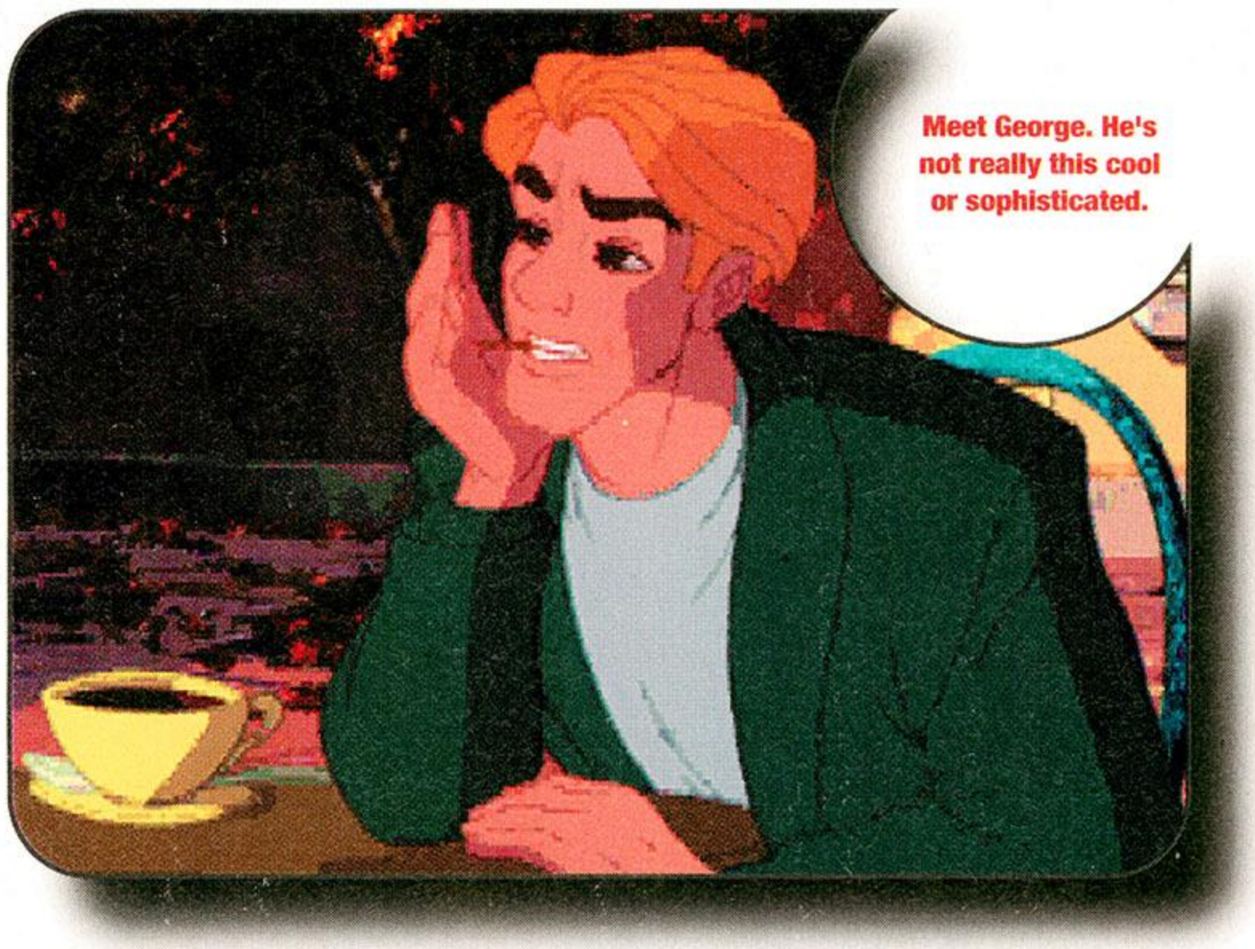
PC-CDROM

PC コンピューターゲーム

CIRCLE OF BLOOD

In this game Paris means intrigue, mystery and some really bad jokes

When an explosion rips apart a Parisian café, the innocent American bystander, George Stobbart, gets sucked into a ruthless world of mystery, intrigue, and ancient secrets. As the one to possess a sacred manuscript relating in some way to the Knights Templar, it's up to the player to solve the puzzles and uncover the hidden truths behind the strange events occurring all around him.





1 This evil clown is the initial murderer George searches for.

2 The animated detail is astounding, even down to the discarded bottles strewn about in this alley.

The graphics in *Circle of Blood* deserve the term 'outstanding.' The hand-drawn artwork was created by former artists of Don Bluth Studios, the mastermind behind animated movies such as *An American Tail*, as well as the wildly popular game *Dragon's Lair*. Every movement is animated, and the background consists of ten separate layers, making the scrolling backgrounds quite impressive. The game runs at a full 640x480 resolution. Even the cinematic cut-scenes are professional quality.

Unfortunately, the voice acting isn't nearly as professional-sounding. Some parts are strained, and in many cases, the accents are so bad, it's laughable. The game contains a constant stream of humor. The bad part is that most of the humor comes from laughing at the voices making the joke, rather than the joke itself.

Control is handled with the mouse, and works rather well. Putting the cursor over an object will change the shape of the cursor if it's possible to manipulate it. However, this streamlined interface means that most puzzles have to correspond to its simplicity. Most of the game involves gathering items and talking to people. It follows the formula set down by Sierra long ago with games like *King's Quest V.*

The size of the game is huge, however. The amount of playtime is surprisingly long, and involves traipsing all over Europe and even the Middle East. It even takes an hour or two before you become deeply involved in the plot.

Circle of Blood is a winner. It may not challenge more experienced gamers too much, but if you're looking for something fun and interesting, or if you're new to the genre, it's definitely one to take a close look at.

• MIKE WOLF

REQUIREMENTS
- Double-speed CD-ROM drive
- 486DX2/66
- 8MB RAM
- SVGA
- Mouse

ALTERNATIVES

Torin's Passage	7.9
Knight's Chase	6.0
The Beast Within	9.6
King's Quest VII	8.4

THE LINE

RATING **7.3**

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	4	EXTRAS	7
MUSIC	8	BALANCE	7	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	9	INNOVATION	6

1 Immediately after the explosion, you'll run into the police. Don't give the waitress the brandy! **2** Nicole Collard, the photo-journalist, will be your partner through the game.
3 You'll use an overview map to travel to different places in Paris and other cities. **4** Many puzzles can be solved by treating people nicely, such as this older English lady.









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DISRUPTOR

Hollywood meets video games, and this time, it works

Fresh from producing *Crash Bandicoot*, newly formed Universal Interactive Studios continues its impressive debut in the videogame world with *Disruptor*. It is the perfect compilation of Hollywood production values, smooth gameplay, and superior programming. Prior to *Disruptor*, the thought of Hollywood and games brought terrible thoughts, but in *Disruptor*, FMV plays a minuscule portion. Instead, Universal used its TV and movie talent to create incredible level layouts, amazing sound effects, and one of the best musical scores for any game.

At first glance, *Disruptor* appears to be a real nice looking *Doom*-clone, but in reality *Disruptor* is much, much more. It's the first 3D shooter that was developed for the PlayStation, rather than being a PC port. What that allowed the developers at Insomniac Games to do was fully utilize the power and graphical capabilities of the PlayStation, rather than just porting over the same tired PC engine. What this means to the player is the kind of superior 3D engine, astonishing graphics, and intuitive control that hasn't been available on the consoles. *Disruptor* also separates itself from *Doom* through some innovative gameplay ideas and more level variation than I've ever seen. Every one of the 13 levels looks and plays completely different than the level before it. The biggest difference in gameplay is the use of Psionic powers. The Psionic powers include Drain, which helps the you gather more psionic power; Shock, which is a close and deadly attack; Heal, and Shield, pretty self-explanatory; Blast, a long range attack; and Terra-Blast, which can take out an entire room of enemies.



1-2 The Psionic powers are one of the big variations in *Disruptor*. Here the Terra-blast takes out a host of enemies. It really adds to the strategy and gameplay.



The action in *Disruptor* is nonstop and exhilarating.

With only 13 levels, some may fear that *Disruptor* isn't deep enough. Well, relax. Each of the 13 levels is large and unique, and gets increasingly tougher at a near perfect rate. It seems like every time you've learned another way to beat the game, a new and tougher challenge appears. The incredible balance in *Disruptor* is what makes you want to keep playing. Basically, *Disruptor* looks great, sounds incredible, and plays smooth. If that sounds good to you, then pick it up.

● MIKE SALMON

ALTERNATIVES
Final Doom 8.1
Alien Trilogy 9.1

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	8	EXTRAS	9
MUSIC	10	BALANCE	10	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	9	INNOVATION	8

RATING **9.2**

1 The visuals in *Disruptor* are amazing. 2 The variety in levels is unsurpassed in the genre, with everything from ice corridors, to open planets, to underground fortresses.
3 Another example of the variety in levels has you in an outdoor area. 4 Your arsenal has great effects and varying powers, but nothing matches the almighty Plasma-lance.











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REVIEW
PLAYSTATION
プレイステーション

TIME COMMANDO

It's said that Time will tell, but in this game, it just groans

Ever since the launch of the new systems, we've been waiting for innovative games that take full advantage of 3D processing. At first glance, *Time Commando* appears to be just that, however, due to poor control and movement limitations, it only offers promise of what might be.

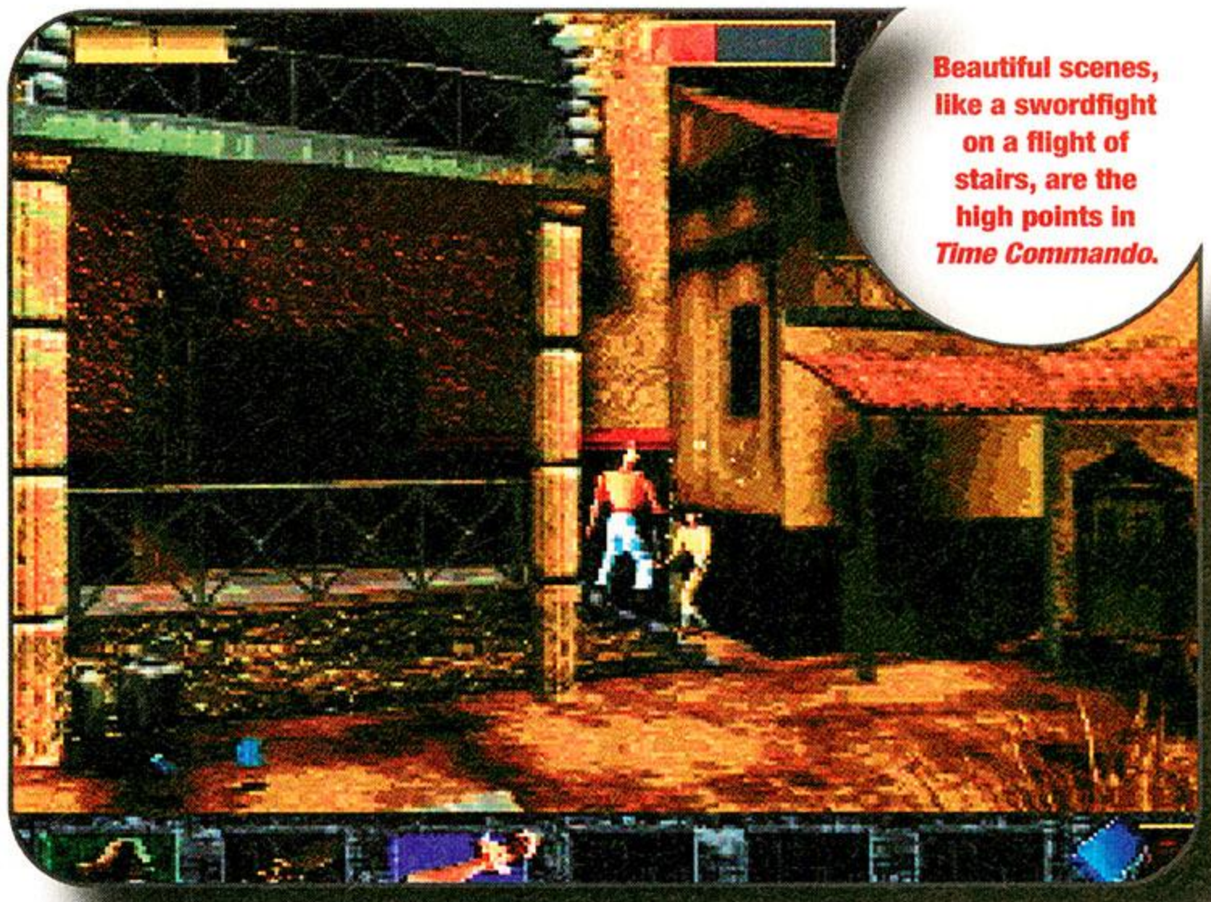
Time Commando has you traveling through different eras in history and battling your way out with the weapons of the time. You start out in the Prehistoric era, where you have to take on sabre-tooth tigers, cavemen, gorillas, and bears, equipped only with clubs and rocks. You go on to other time periods to swordfight with Roman Soldiers, gun-fight in the Old West, and even battle Ninjas and Shoguns in the ancient Far East. The pure number and variety of enemies is what makes *Time Commando* such an intriguing title. Unfortunately, the control is extremely wonky and the fixed camera angle often causes more bad than good.

Despite the 3D nature of the game, *Time Commando* basically has you walking from left to right. And what's worse, once the camera moves to the next scene, you can't go back. This causes frustration like you won't believe. You'll be battling three or four enemies and lunge forward with an attack. The camera switches, and now you can no longer go back and collect the power-up that was in the last screen. If this were the only problem, it would be acceptable, but the miserable control is the real downfall of this title. Moving around in 3D and fighting couldn't be less intuitive, and waiting for the animations to finish as you jump really takes you out of the game.

Even with these glaring flaws, I found *Time Commando* to be quite addicting, and I was even able to have some fun. The graphics are so beautiful and the play so varied that *Time Commando* is still a good game, despite its inherent flaws. It may not be the best title on the shelf, but *Time Commando* does give an idea of what kind of games could be coming in the future. With improved control, better camera angles and total freedom of movement, *Time Commando* would have been an awesome game. Maybe a *Time Commando 2* will take care of that.



1 Enemies like this Sabre-tooth tiger are some of the best-looking I've ever seen in a videogame.
2 The yellow jump suit just doesn't fit with any period. Maybe that's why everyone's trying to kill you.



Beautiful scenes, like a swordfight on a flight of stairs, are the high points in *Time Commando*.

• MIKE SALMON

ALTERNATIVES
Fade To Black 7.5
Resident Evil 9.2

THE LINE

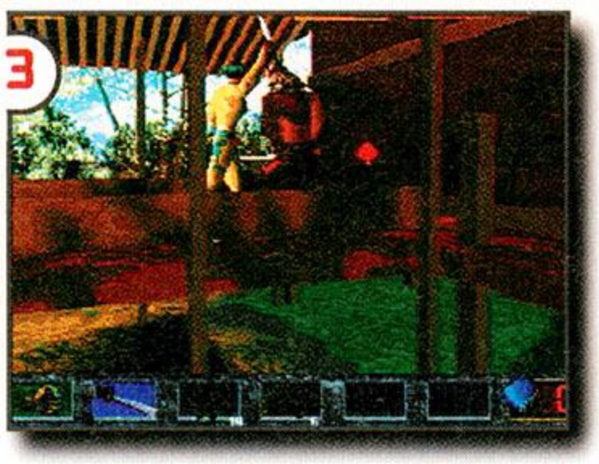
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	5	EXTRAS	7
MUSIC	7	BALANCE	6	PRESENTATION	6
SOUND EFFECTS	8	DEPTH	8	INNOVATION	8

RATING
6.9

1 Searching around to find secrets is another important element in *Time Commando*. 2 Battling NBA centers is always fun, but I'd like to know how he fits into the Roman Empire. 3 The showdown with the Shogun in the Far East is enjoyable, but more control would have helped a lot. 4 Imagine controlling a sword fight from this far away — Ouch!

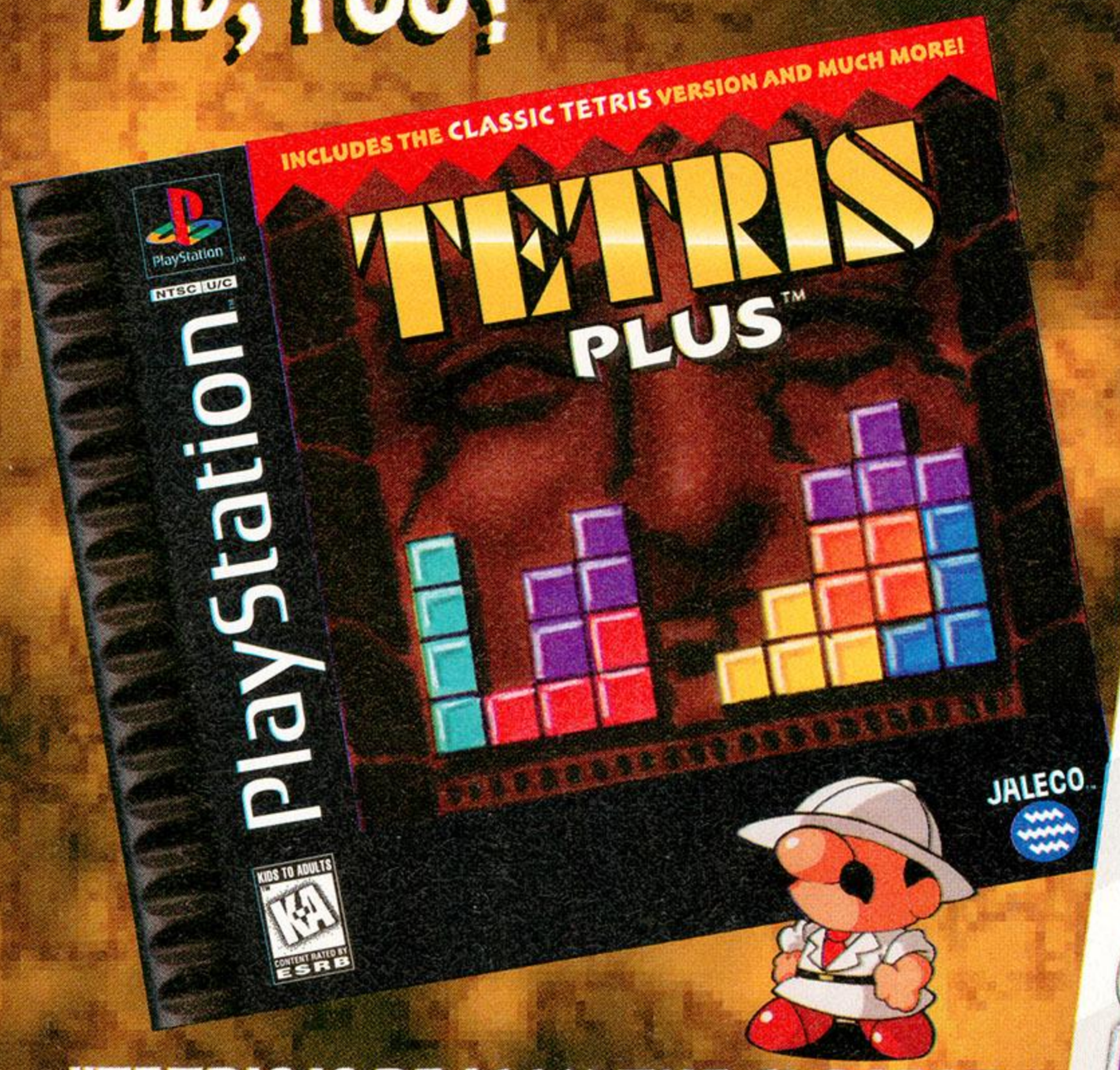








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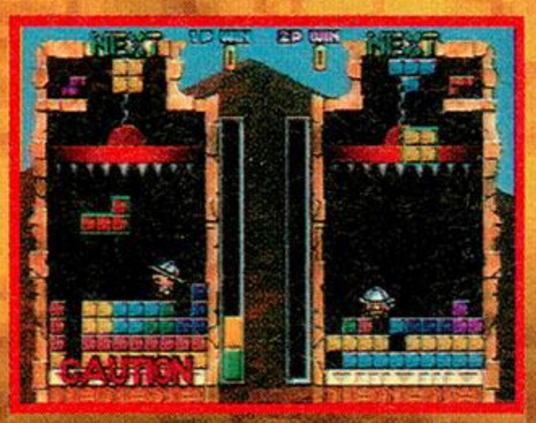




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REVIEW
SATURN

セガ サターン

GRID RUNNER

When all else fails, revert to the classics

While videogame fans will rarely shy away from new gameplay experiences, most will concede that it's often the most simplistic concepts that end-up being the best games. It's exactly this principle on which *Grid Runner* was created. A futuristic blend of Tag and Capture the Flag, this game succeeds not in the category of extreme innovation, but rather by taking a tried and true formula and putting a '90's slant on it. Of course, there are often consequences when monkeying around with a game as simple as Tag or Capture the Flag and *Grid Runner* is not immune to them. Suffering from predictable AI and repetitive action, some of the charm has been lost in the translation.

Another concern in making a game as simple and clear-cut as *Grid Runner* is making sure the control is as effortless as the action. And though navigating your character around the catwalk mazes is a little stiff and unforgiving in the beginning, the game offers icons in each level which improve both speed and agility. While it seems strange to punish the player with stiff control just for being a beginner, it does work well as a reward system and the gameplay does improve noticeably with each level.

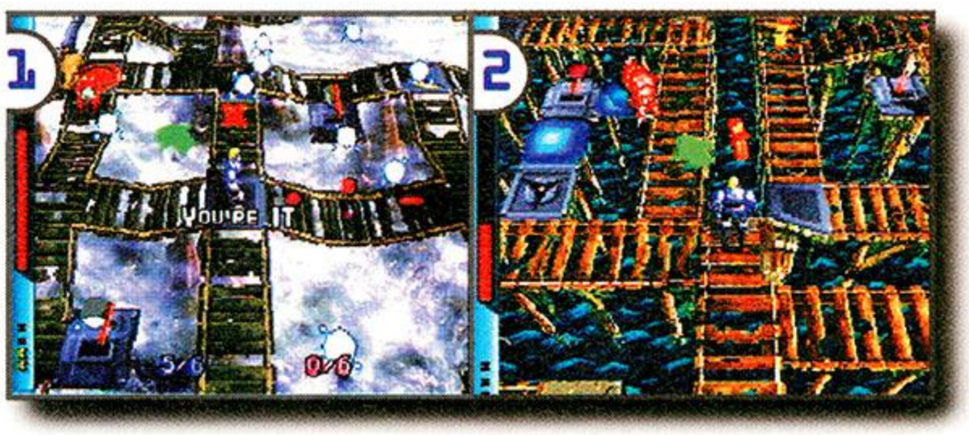
Though the game is based on a very simple premise, *Grid Runner* does manage to create some exciting new gameplay opportunities. With creative touches like teleport blocks, mines, speed arrows and cleverly designed mazes, this simplistic game has been taken to a new futuristic level. What's also nice is the variety of characters against which you compete. Each stage hosts a different opponent with his or her own strengths and weaknesses. While each level plays more or less the same, there are slight differences which offer some variety in gameplay and allow your opponents a slight home court advantage.

What's most rewarding about *Grid Runner* are the multi-player options. Some of the drawbacks of the one-player game, such as the repetitive gameplay, disappear once the competition is of the human persuasion. Offering a split screen mode (four players on the PlayStation with the link cable and two monitors), the competition aspect is far more satisfying. Unfortunately, after playing against a human competitor, the one-player mode just doesn't match up.

• PATRICK BAGGATTA



Part Tag, part Capture The Flag, *Grid Runner* is the future sport of school yard games.



1 Once you've been tagged, you must track down your opponent before you can gather flags.

2 In the tradition of the classic platformers, each level has its own graphic theme.

ALTERNATIVES
Super Bomberman 2 8.6
BattleSport 9.6
Bug! 7.4

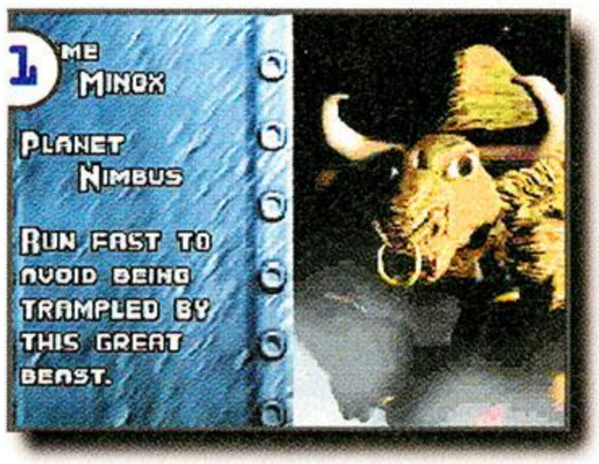
THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	7	EXTRAS	5
MUSIC	7	BALANCE	6	PRESENTATION	7
SOUND EFFECTS	8	DEPTH	8	INNOVATION	6

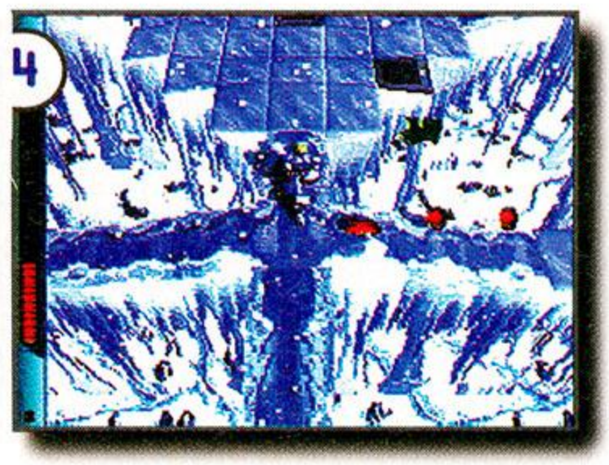
7.0

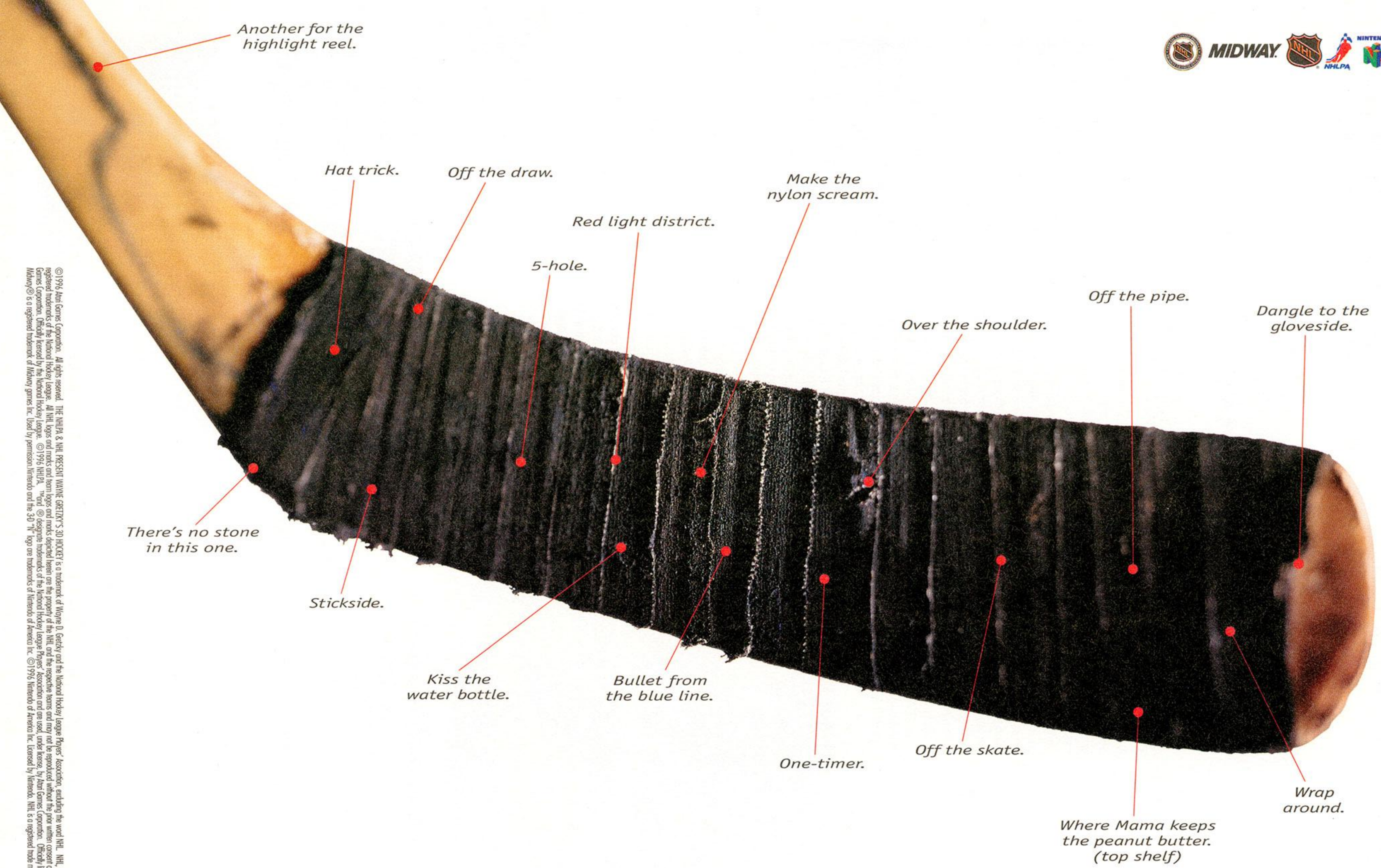
1 He wants your flags. What are you going to do about it? 2 Special weapons help to slow down the competition just long enough to make your escape. 3 The two-player mode adds near endless replay value to the gameplay. 4 Ultra-busy backgrounds are exciting to look at, but serve as an occasional distraction.











MIDWAY NHL NHLPA NINTENDO 64 KIDS TO ADULTS K-A

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REVIEW

SUPER NES

スーパーニンテンドウ

DONKEY KONG COUNTRY 3

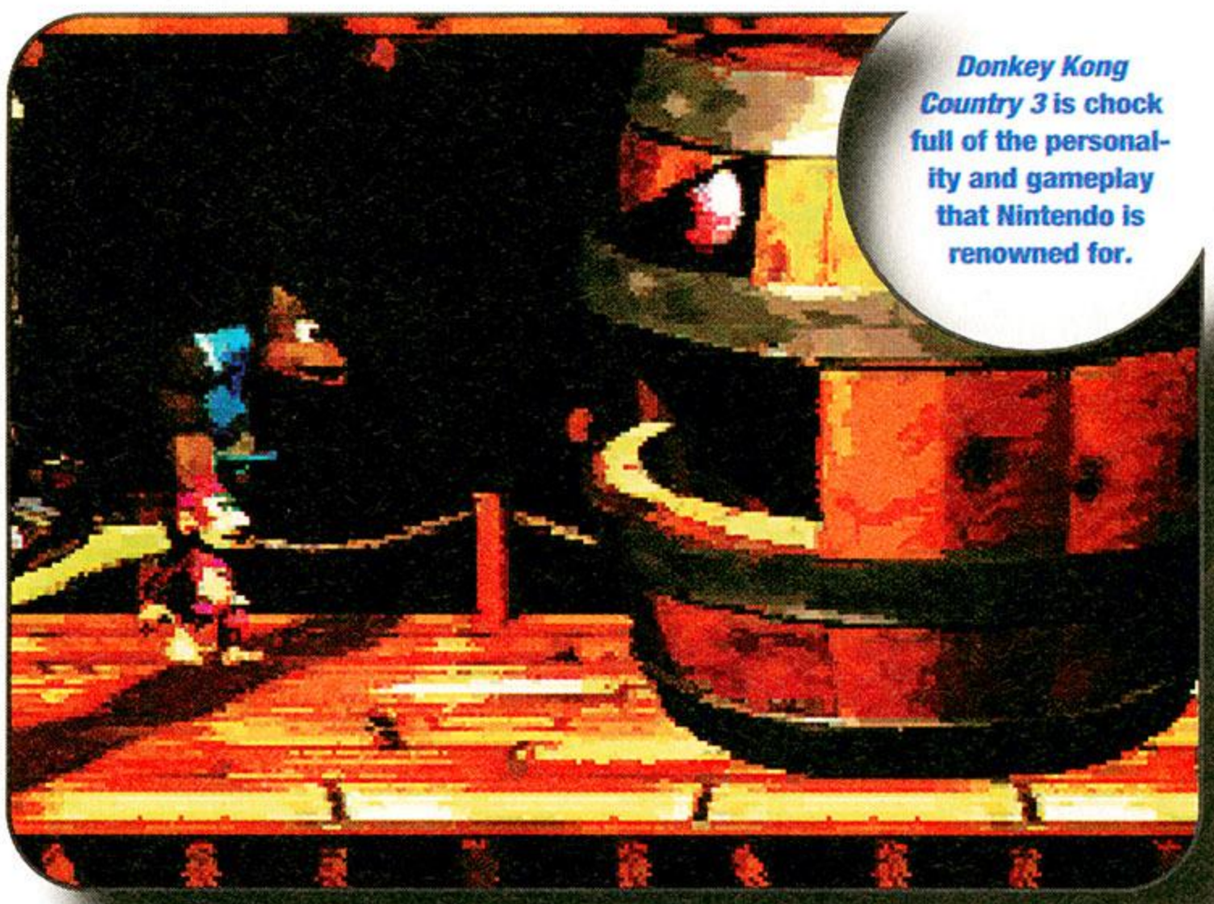
Is the third time a charm, or is it time for 16-bit platform games to strike out?

The mantle of game innovation and state-of-the-art technology that once belonged to the Super NES has been passed on to next-generation, but there are still millions of 16-bit videogame systems in circulation that cry out for quality sustenance. The annual incarnation of Nintendo powerhouse *Donkey Kong Country* will at least provide a substantive response to the demand.

Five years after its release, the Super NES is still proving that new tricks can be pulled out of an old hat. *Donkey Kong Country 2* is generally considered the best looking 16-bit game of all time, but somehow Rare has managed to improve on something great for its successor. The characters and backgrounds in *DKC 3* seem to boast more detail and an even richer color palette than ever before. The characters seem better defined within the game environment, which in turn has helped to tighten up the game's overall control. In *Donkey Kong 3*, there is never any doubt when initiating a jump on predicting where it is exactly that the platform begins and the character ends. There is no lack of precision that tainted (albeit slightly) the two previous *Donkey Kong* efforts.

Along with the superior graphics comes the superb gameplay that *Donkey Kong* is known for. Only the top echelon of platform games manage to offer gameplay that straddles the all important border between challenging and frustrating. *Donkey Kong Country 3*'s tight gameplay design can be attributed to its excellent level layouts that consistently demand precise rhythm, timing, and reflexes. At no time is there ever the feeling that any part of the game is unfair. Gameplay is consistently compelling and entertaining. Extras like Swanky's bonus games and an almost RPG-like item-purchasing feature help to fill out the already excellent gameplay.

A game as well designed as *Donkey Kong Country 3* is always welcome in the stagnating 16-bit gaming arena. Still, there is a distinct lack of innovation in *DKC 3*. The third incarnation of the series may actually be the best game, but it is hard to shake the feeling that it is more of the same.



***Donkey Kong Country 3* is chock full of the personality and gameplay that Nintendo is renowned for.**



1 This time around, Dixie and Kiddie Kong lead the pack.

2 True to its predecessors, *DKC 3* offers level after level of challenging gameplay.

Which simply amounts to the fact that the game will sell millions of copies as *Donkey Kong Country* fans will undoubtedly eat it up.

ROGER BURCHILL

ALTERNATIVES

Mohawk and Headphone Jack 7.1
Earthworm Jim 2 9.2
Vectorman 9.0

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	9	EXTRAS	8
MUSIC	8	BALANCE	10	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	9	INNOVATION	4

RATING

8.9

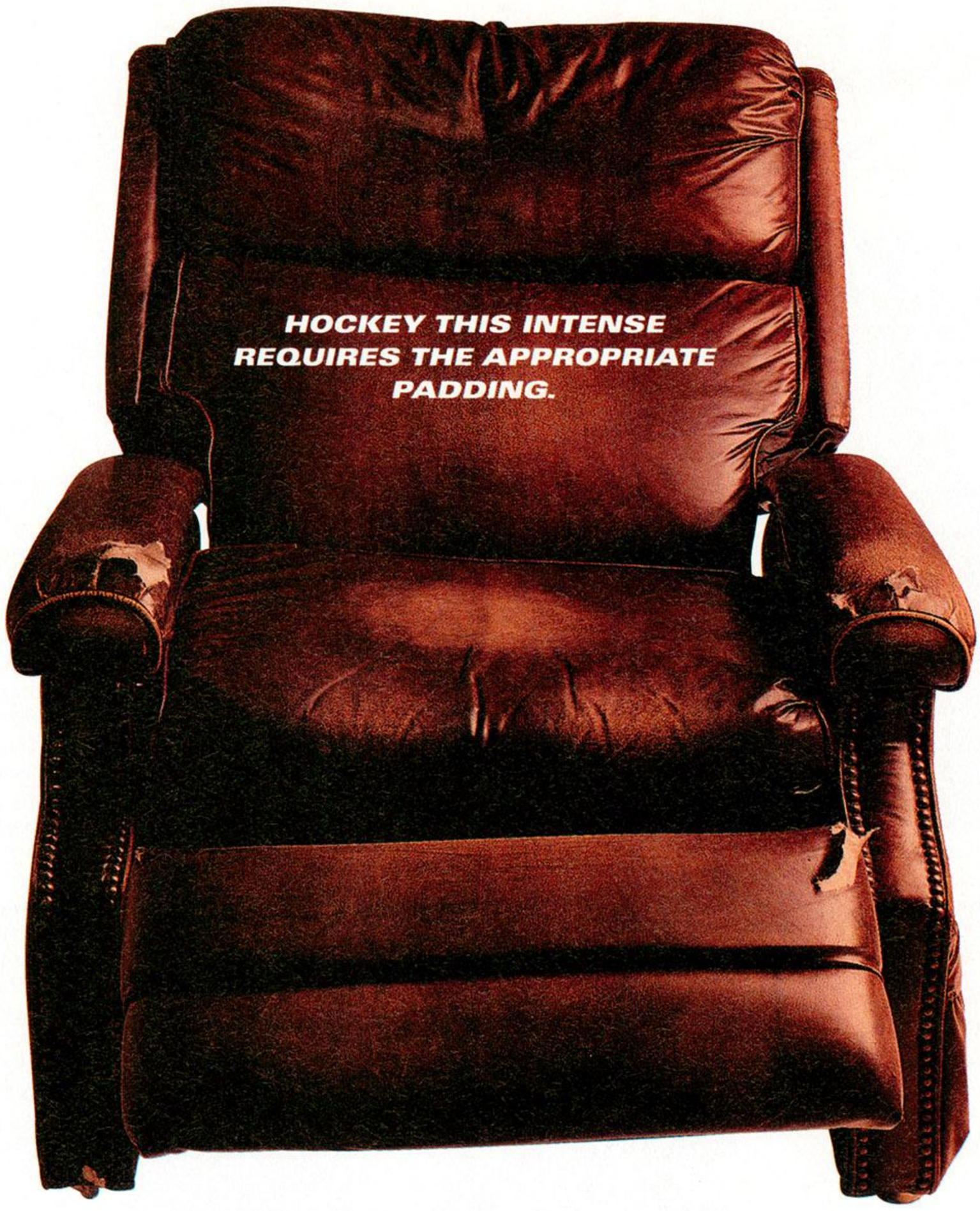
1 In true Nintendo fashion, even creepy bosses are presented in a non-threatening manner. 2 Kiddie Kong requires precise timing and quick reflexes, but apparently there is no need for air. 3 The snow level, a platform game staple, makes a cameo in *DKC 3*. 4 Platform game cliches run rampant, but superior gameplay forgives another Mine level.











CONSIDER BEING CHECKED, TRIPPED, PITTED AGAINST PLAYERS WITH GIGANTIC HEADS, LITERALLY SETING THE NET ON FIRE, PLAYING ON A BIGGER RINK WITH A BIGGER PUCK, IN A HOT MODE OR A TURBO MODE AGAINST 1, 2 OR 3 PLAYERS WHILE BLACKHAWKS ANNOUNCER PAT FOLEY SCREAMS IN YOUR EAR. THE ARCADE HIT HAS COME HOME.

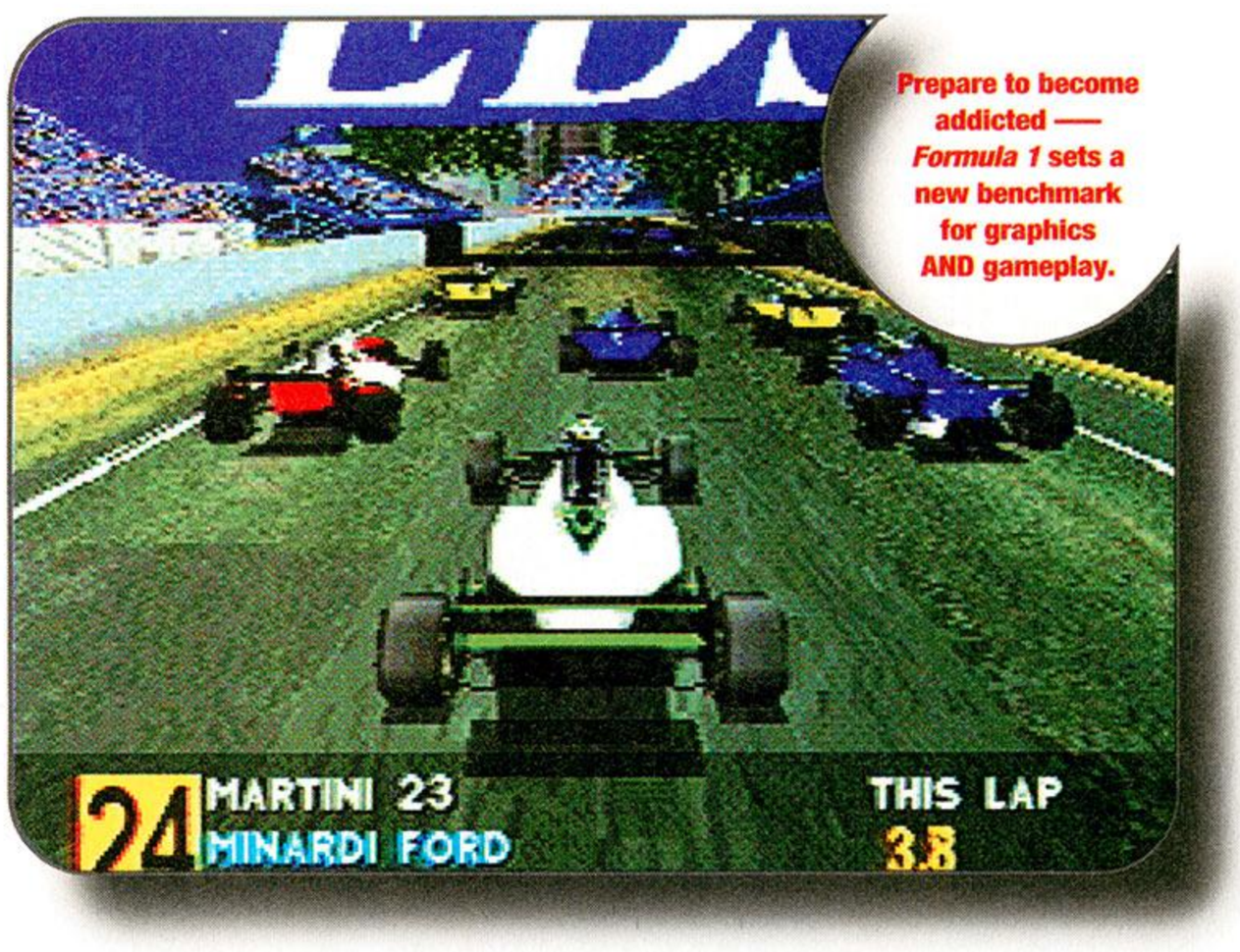
2 ON 2 MIDWAY OPEN ICE CHALLENGE

NHL NHLPA MIDWAY PlayStation RP

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FORMULA 1

When it comes to racing, Psygnosis has the winning Formula



For all the noise about great racing games on next-generation systems, there has yet to be a game that has offered the depth that the hardcore racer has demanded. *Ridge Racer? Daytona? Sega Rally?* All enjoyable in their own ways, but the number of race tracks in the games was sorely deficient. *Andretti Racing* heralded a new era, with its sixteen tracks, but the longest a race could be set for was 12 laps. There was just nothing out there for the 'sit down, shut up and race until you puke' fanatic. That is, until now. *Formula 1* could be considered a great racing game for the mere fact that a player can race an entire *Formula 1* season on 17 different tracks. But the fact that each of the game's races can be set to the full lap count of the actual races elevates *Formula 1* to status of 'mother of all racing games'. This is insane. Only the truly pathetic examples of our society will ever utilize this option (including me), but it is this excess that instantly makes *Formula 1* a classic. Couple this abundance of replay value with an incredibly authentic (and hard) racing model in Grand Prix mode and this may well be a game that takes years to master. Fortunately, for the less dedicated racers among us, there is an Arcade mode that allows for a more straightforward videogame racing experience. The balanced difficulty settings allow gamers to enjoy *Formula 1* regardless of their experience our expertise.

The computer AI in *Formula 1* deserves special commendation for its realistic and competitive nature. Even in arcade mode, the computer opponents have a nasty tendency of cutting off pass attempts and even forcing you off the road. Set at the highest difficulty level in Grand Prix mode, *Formula 1* convincingly conveys what it must be like to race world class caliber drivers. If this high degree of racing accuracy is still not to your satisfaction, two player play is available via a link cable.

On top of all these superlatives, the one element of *Formula 1* that surpasses its superb gameplay is the game's graphics. *Formula 1* looks like the type of game that nobody thought possible on the PlayStation. From the racetracks and their surroundings, to race cars that even show the lettering on their tires, details abound in the game. Races in the rain can almost fool you into thinking that you are watching an actual televised race — it is that good. Besides, for the first time in the history of polygon-based

1 In lieu of a rear view mirror, push down on the D-pad for a panoramic view of what's behind you.

2 The rain in *Formula 1* not only looks authentic, but also adversely affects the handling of the cars.

3 *Formula 1* offers a number of different driving perspectives, including the classic 'hood ornament' view.





1 All 17 of the tracks on the circuit are recreated to stunning detail in the game. 2 The ability to adjust a race car may not seem very exciting, but it is just as important as your driving skills. 3 No, this isn't a cool way to mow the lawn; this is you racing in Grand Prix mode. 4 Going off the track isn't necessarily a catastrophe, but pick your spots wisely.





1 Drafting is required (especially in Grand Prix mode) for optimum passing technique – is this close enough?

2 Team mates or no team mates, in the heat of the battle, ruthless determination is the key to victory.

TRACK INTENSIVE

Depth no longer needs to be considered a dirty word when used in conjunction with racing games, thanks to the enormous track variety in *Formula 1*. All 17 of the tracks on the *Formula 1* circuit are recreated to their full length and in exacting detail. Even the track-side surroundings are authentic which gives each track its own personality and flavor. An extra bonus track becoming available after winning a season championship. The reverse tracks, or the 'new' detoured tracks of the Ridge Racer-series now pale in comparison to the variety and depth offered by *Formula 1*.



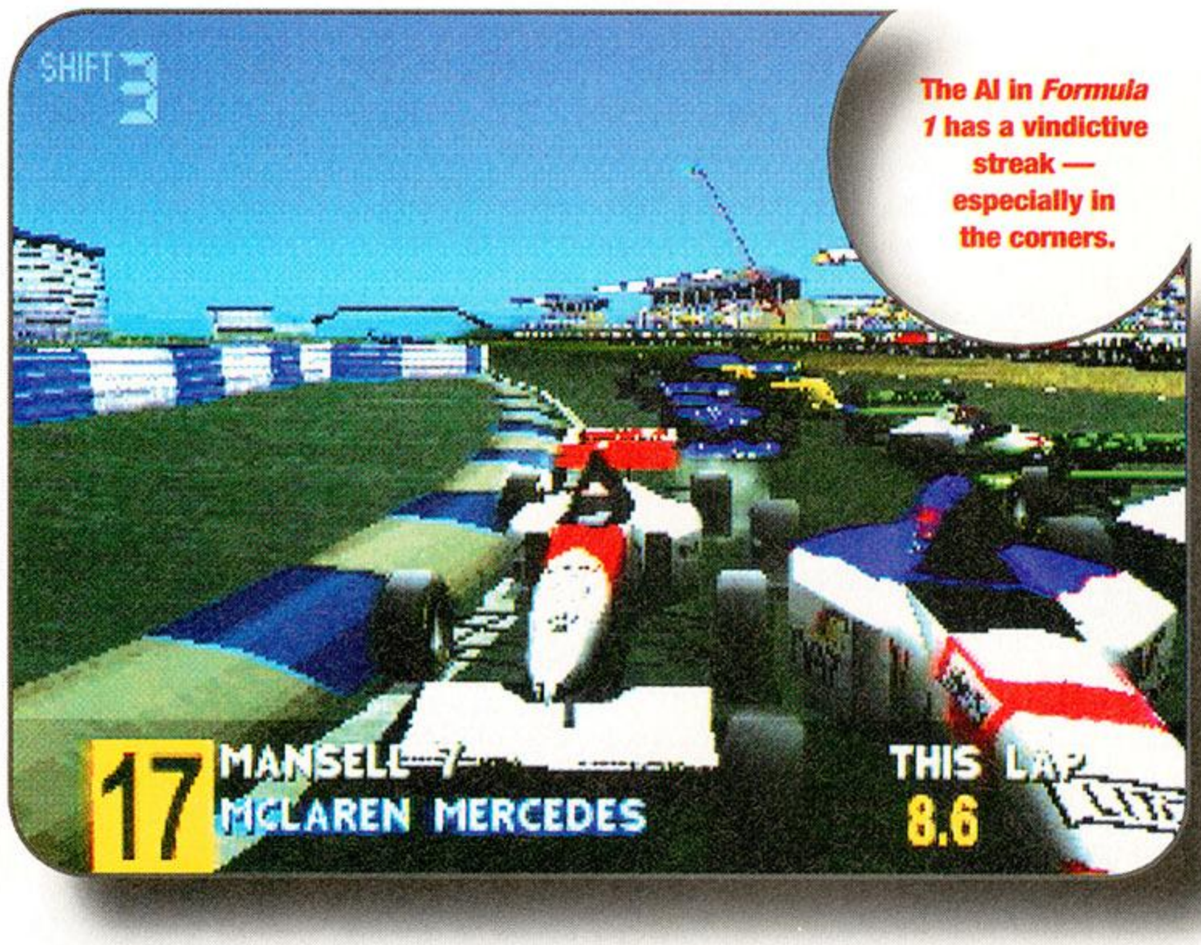
racing games, the tires on the cars are actually round!

Still, as much as *Formula 1* has to offer, there are a few minor complaints. For one, the flashing 'Time Extended' notice in Arcade Mode has an irritating tendency to momentarily obstruct the view of the road. In the always troublesome race announcer category, commentary in *Formula 1* is more enjoyable than most, but there is still a repetitive nature to the announcing. Crashes could be categorized as a little on the disappointing side, but then maybe you could argue that *Formula 1* is about racing and crashes should be reserved for the likes of *Destruction Derby 2.*

Any additional complaints about the game can certainly be classified as 'nit-picky', but they irritate enough to warrant notice. The complaints range from the use of percentages for setting race lengths when a 'number of laps' criteria would have been preferable to the inability to create a driver (thereby adding the thrill of seeing your own name in the championship standings) which would have been icing on the cake. A bigger point of complaint is the lack of a split screen mode for two-player play. Despite its short comings, split-screen is still a convenient compromise for head-to-head racing competition without the added cost and equipment required for two-player linked games.

In the final assessment, *Formula 1* is not the perfect racing game, but its bevy of cars, drivers, tracks and features provides a pure racing experience that can only be described as revolutionary. A few minutes of racing and the intoxicating nature of the competition will remove any niggling complaints. After all, if the developers got everything right this time, what would they do for the sequel?

ROGER BURCHILL



The AI in *Formula 1* has a vindictive streak — especially in the corners.



1 The absence of spectacular crash sequences is one of the few let downs in an otherwise extraordinary game. 2-3 Cars may not crash and burn, but they can be damaged when the option is enabled. The nice touch is that losing a rear wing has a drastic effect on a vehicle's handling.

ALTERNATIVES

Wipeout XL	9.5
F1 Racer	8.7
Andretti Racing	8.5

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	10	EXTRAS	8
MUSIC	8	BALANCE	10	PRESENTATION	8
SOUND EFFECTS	9	DEPTH	9	INNOVATION	8

RATING

9.3

BLACK DAWN

From the creators of Agile Warrior — no, wait, it's good!

Black Ops has learned a lot since its release of *Agile Warrior* for the PlayStation earlier this year. Its latest offering, *Black Dawn,* tosses you into a badass, fully armed attack helicopter, with all the toys you would expect for pyrotechnic fun.

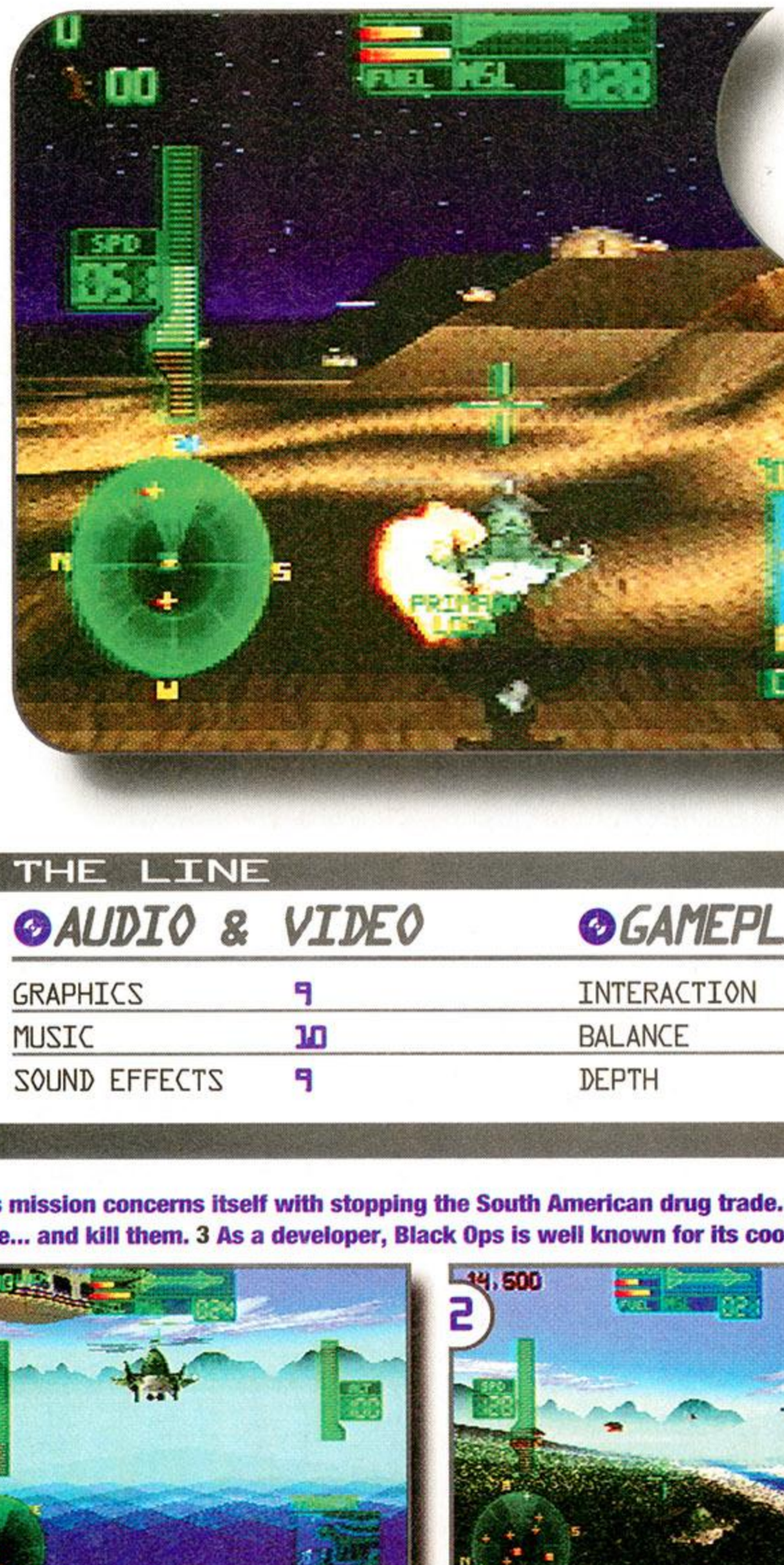
Homing missiles, rockets, straight shooting missiles, rapid firing cannon and more are at your disposal as you must take on seven different missions. The missions take place in different geographic areas, and each one consists of several different objectives. There is no break in the action between each objective. The objectives themselves range from saving Navy SEALS to destroying battalions of tanks to knocking out howitzer installations and more. There are many aspects of *Black Dawn* that remind us of a 3D *Choplifter* (for those of you who remember the early arcade title) most noticeable is the running of hostages to your helicopter as you land in a rescue mission.

The graphics of the game are outstanding and boast some of the most detailed 3D models we've seen so far on the PlayStation. The light-sourcing, especially on the night mission, is also second to none. The soundtrack of the game is appropriately serious, and could stand up well as an action movie soundtrack. There are multiple views in the game, including in the cockpit, follow camera, and left and right side cameras. The cockpit view provides slightly better targeting information, however, the follow cam does an admirable job to translating most of it.

In addition to the numerous weapons to be found after destroying an enemy, there are also two other vitally important items to be found: fuel and armor. *Black Dawn* is not exactly a sim but is more of an arcade game, and as such, it is possible to find more fuel or armor as powerups.

The game's only drawback is the length. While the game's challenge level is very high (especially on the hardest difficulty level), and there are numerous objectives per mission, it seems that a few more missions would have made the game a much better value.

All in all, *Black Dawn* is an excellent flight sim/shooter with loads of options, high challenge level and exceptional play mechanics.



Check out the light-sourcing on this baby. It doesn't get much more realistic than this.



1 Looks like *Choplifter* was one of the inspirations behind this game.

2 Hinds and F16s challenge you in the air, while tanks and SAM installations assault you from below.

CHRISTIAN SVENSSON

ALTERNATIVES
Black Fire 7.1
Agile Warrior 5.0
Thunderstrike 2 8.2

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	8
MUSIC	10	BALANCE	9	PRESENTATION	8
SOUND EFFECTS	9	DEPTH	8	INNOVATION	8

RATING **8.8**

1 This mission concerns itself with stopping the South American drug trade. Don't be fooled though, these cargo planes carry armament. 2 Travel to foreign lands, meet interesting people... and kill them. 3 As a developer, Black Ops is well known for its cool explosions. *Black Dawn* doesn't disappoint on this end. 4 One false move, and this is how you wind up.



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K-A
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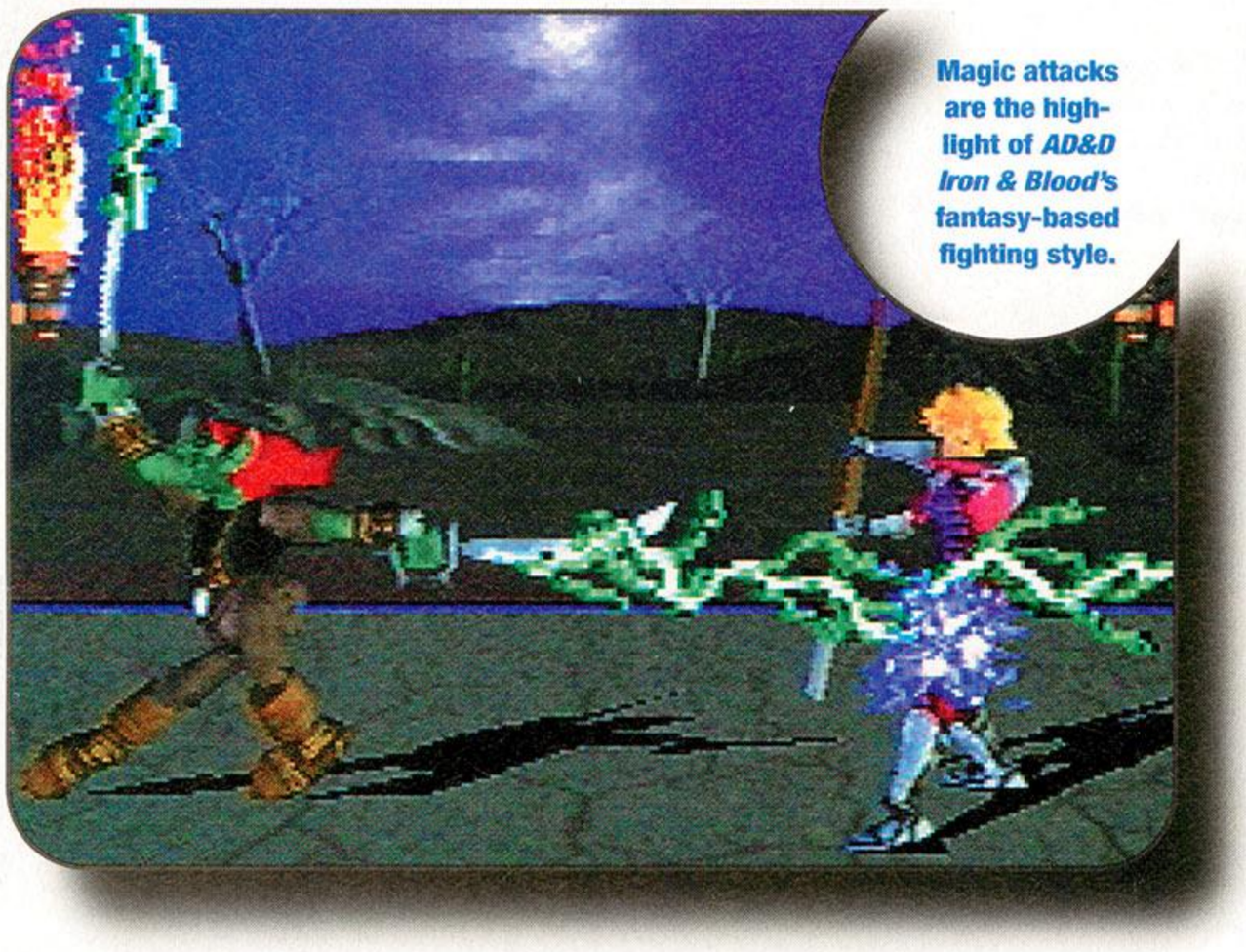
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Call 1-800-771-3772 for Game Rating Information.

AD&D IRON & BLOOD

Fantasy or Fighting? Just what kind of game is this?

Every now and then, developers attempt to create a new genre by combining a couple of old ones. The strange thing about *AD&D Iron & Blood* is that it isn't even a cross-genre bender, it's really just a fighting game that features fantasy game-based characters. Now just how weird is that?

The seemingly logical thing to do with a game that features an *Advanced Dungeons & Dragons* license would be to at least incorporate some of the gameplay elements that make the *AD&D* fantasy games so popular. Something along the lines of a one-on-one *Guardian Heroes* or the Quest mode in *Tobal No. 1* would probably have fit the bill nicely. Instead, *Iron & Blood* is a game patterned from the very traditional fighting game mold, with its only distinction being its fantasy theme. There are magic attacks and artifacts that can be obtained and utilized to cast spells, but overall, the fantasy elements in the game are pretty limited, with most fighting being conducted by hand-to-hand or weapons.



Magic attacks are the highlight of *AD&D Iron & Blood*'s fantasy-based fighting style.

Judged as a fighting game, *AD&D Iron & Blood* comes up a little lacking when compared to the genre leaders. The game's control structure lacks variety, with only a couple of special attacks per character. Some of the moves, which require simultaneous direction and multiple button inputs, are also quite awkward to perform on the PlayStation controller. Overall, the gameplay is a far cry from the smooth, intuitive nature of *Virtua Fighter* or *Street Fighter* and can be described as competent at best. *Iron & Blood's* graphics and animation follow suit with its gameplay — neither terrible nor outstanding. The characters move smoothly enough to get the job done, but no one is going to cite the game as an example of superior next-generation graphics.

Despite its pretenses of introducing fantasy elements to the fighting game genre, *AD&D Iron & Blood* is merely one of those average titles that round out the PlayStation line-up. Fans of fantasy and fighting games may find it entertaining enough for awhile, but there are plenty of better fighting games available on the market for those looking to purchase. As for the fantasy element, do it right by buying a good RPG.



1 Game characters are either evil or good. If you lack skin, then you're generally considered evil.

2 Some characters rely on weapons or old-fashioned brute strength.

● ROGER BURCHILL

ALTERNATIVES

Guardian Heroes	8.6
Star Gladiators	8.0
Tobal No. 1	9.0
Street Fighter Alpha 2	8.1

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	6	INTERACTION	5	EXTRAS	6
MUSIC	7	BALANCE	5	PRESENTATION	7
SOUND EFFECTS	6	DEPTH	6	INNOVATION	6

RATING **5.9**

1 Each of the characters possess special moves, but the basic control structure is the same for all. 2 Ground attacks are a fighting game mainstay, and *Iron & Blood* is no exception. 3 Basic Marketing 101: Put blood in game = sell game. 4 Touch the invisible barrier and you're stunned. Touch someone who touched the barrier and you're still stunned. Weird.









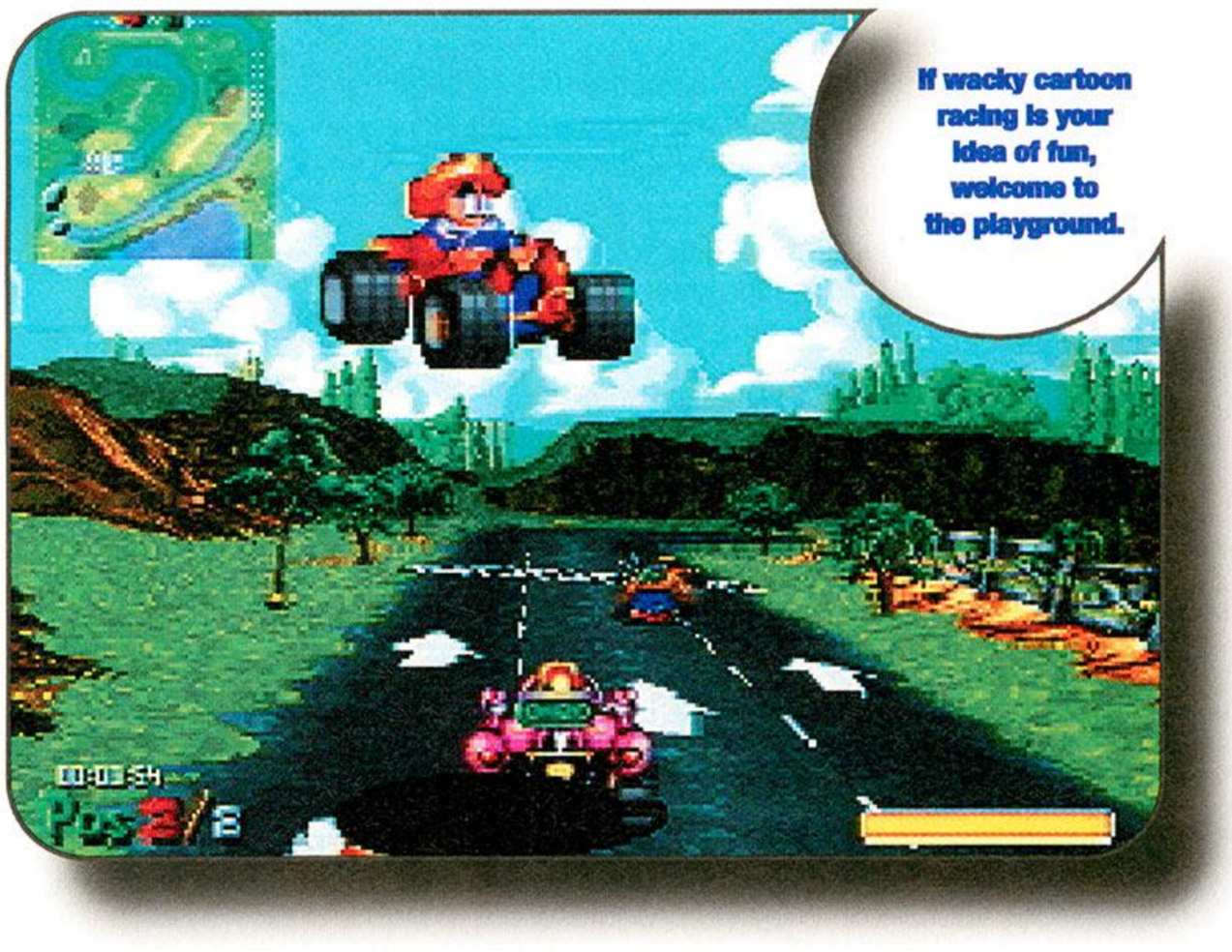
STREET RACER

It's cute. It's funny. It's the lighter side of 32-bit gaming

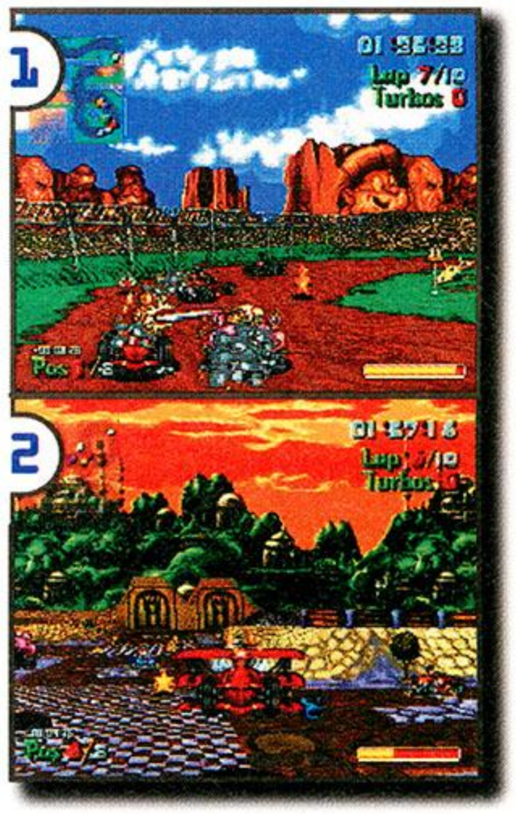
Not since *Super Mario Kart* has there been a racing game with as much fun and imagination as *Street Racer*. Sharing a good bit of ground with the Super NES, Mode 7-laden S*treet Racer,* the sequel for the PlayStation and Sega Saturn is not the kind of game that's going to blow you away on any level, but that's not really the point. What matters when considering *Street Racer* is quite simply how much fun the game offers. There are a few 32-bit upgrades in the game's fabric, including texture-mapped environments, multiple camera views and a new arena-style battle mode, but there is very little that could not and was not done in the 16-bit arena.

What has been done well is the character development of the racers. Each of the eight characters (plus one hidden racer) have their own strengths, weaknesses and special weapons. Choosing your favorite racer, therefore, means finding just the right combination of speed, control and battle savvy. Once you've become familiar with all the characters and their quirky attributes, the game begins to take on the villainous appeal of a *Wacky Racers* cartoon. Taking advantage of this particular aspect of the game, however, is never as satisfying as when playing in the eight-player mode. Though there are obvious problems with splitting an average size TV screen into eight equal parts, the increased competition value makes it worth a try.

With 24 tracks, three different difficulty classes and the obvious multi-player potential, *Street Racer* goes beyond the call of duty in offering fans of the genre what they want. It's important to note, however, if you've never liked cute games, you are not going to like this one, either. *Street Racer* is a low-tech answer to the hi-tech 32-bit movement and would probably disappoint on any other level. Also, while the PlayStation and Saturn versions of the game do offer some nice extras, it's difficult to justify the purchase of this game if you've already worn-out the Super NES version. If you've never played the game, however, count on it being a fun little distraction to all that serious gaming the 32-bit movement has been asking you to do.



If wacky cartoon racing is your idea of fun, welcome to the playground.



1 Part racing, part battling, *Street Racer* offers just the right setting for intense competition.

2 Each character has his or her own special attacks.

● PATRICK BAGGATTA

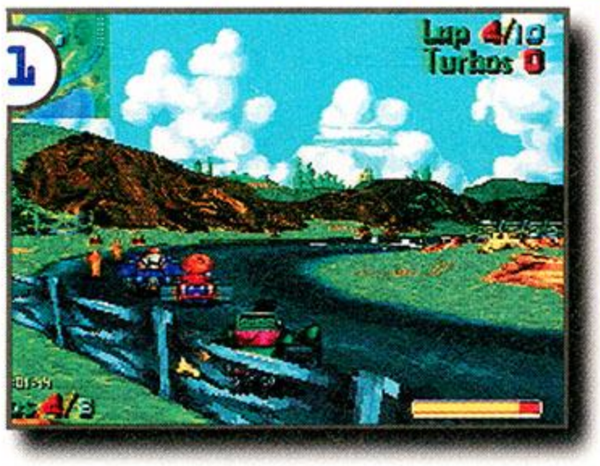
ALTERNATIVES
Mario Kart 9.5
Motor Toon GP 8.1
Road Rash 7.3

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	6	INTERACTION	7	EXTRAS	7
MUSIC	6	BALANCE	8	PRESENTATION	7
SOUND EFFECTS	5	DEPTH	8	INNOVATION	5

RATING **6.8**

1 The track design is ultra-simplistic, but with just enough challenge to keep things interesting. 2 The arena mode is a nice diversion from the traditional gameplay. 3 Offering several different views is one way the 32-bit version goes beyond 16-bit. 4 The Micro mode is best for occasional use due to dangerous eye fatigue.



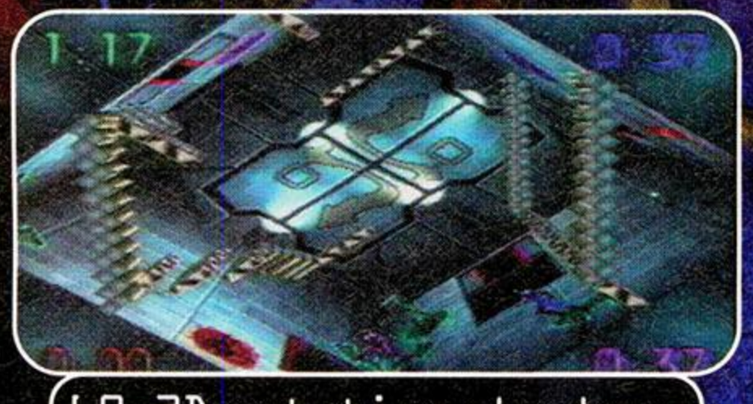






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3. If referees could see everything, instant replay wouldn't be an issue.
4. Don't let your center eat chili at pre-game meals.
5. If you get injured for a game, dress posh for the sidelines.
6. The only thing that can move an offensive linesman is a defensive linesman.
7. Ahead by one, go for two. Ahead by two, go for one.
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TOKYO HIGHWAY BATTLE

The game that proves that speeding can be fun and profitable

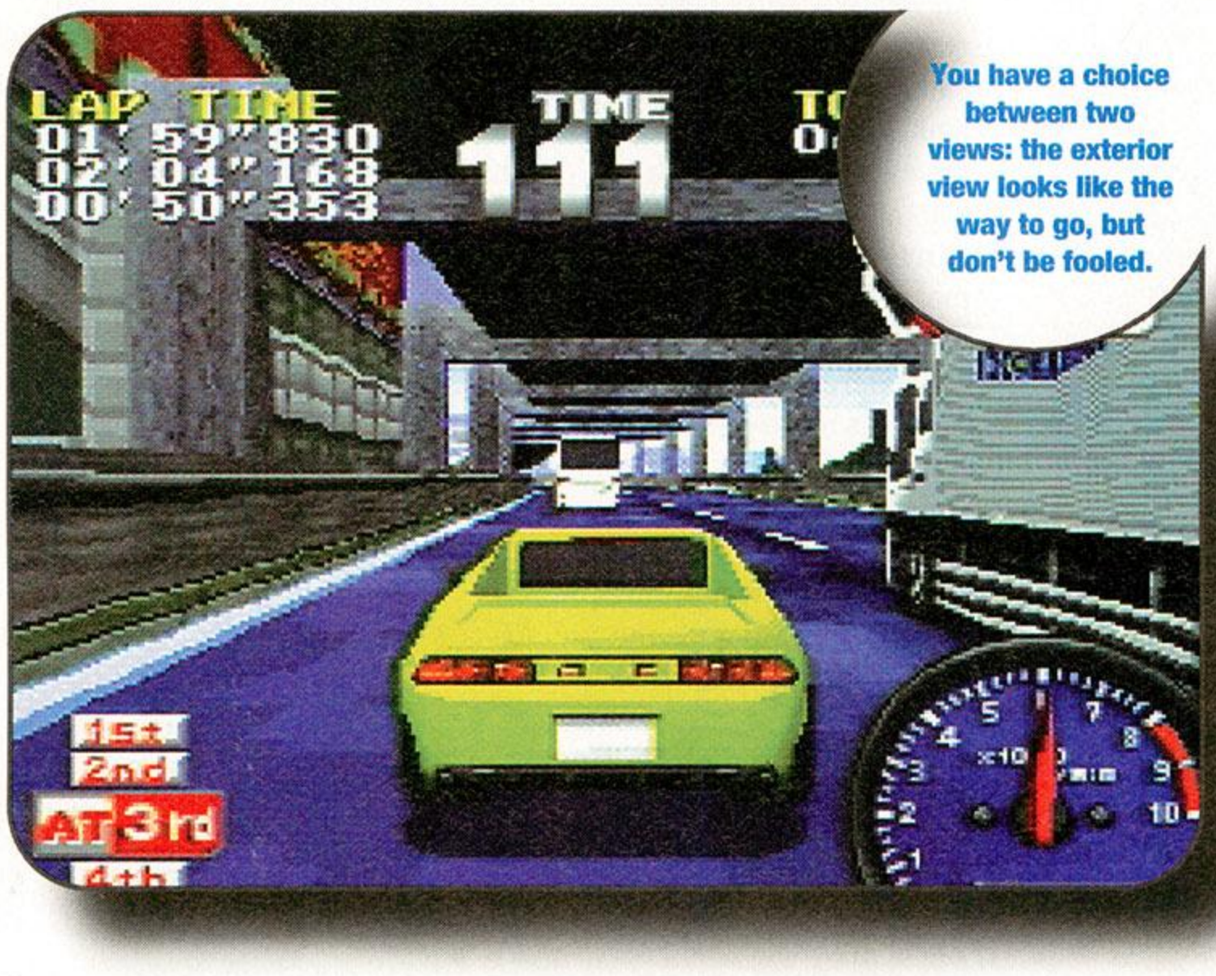
At first, I just wasn't impressed with *Tokyo Highway Battle*. It smacked of the total boredom generated by the original 3DO version of EA's *The Need for Speed* — sluggish, a cinch to stay on the road, and way too easy to stay ahead of the one other car you were racing against. But, since it's my job, I kept playing anyway. Good thing, too.

Here's the deal: you race on three tracks set in the highways around Tokyo, 'battling' against local speed kings. Beat all three, and you race another three drivers on the same tracks, then take on Keiichi 'Drift King' Tsuchiya, a Japanese champion. After each race, you gain a certain number of points, which are spent on upgrades to your car.

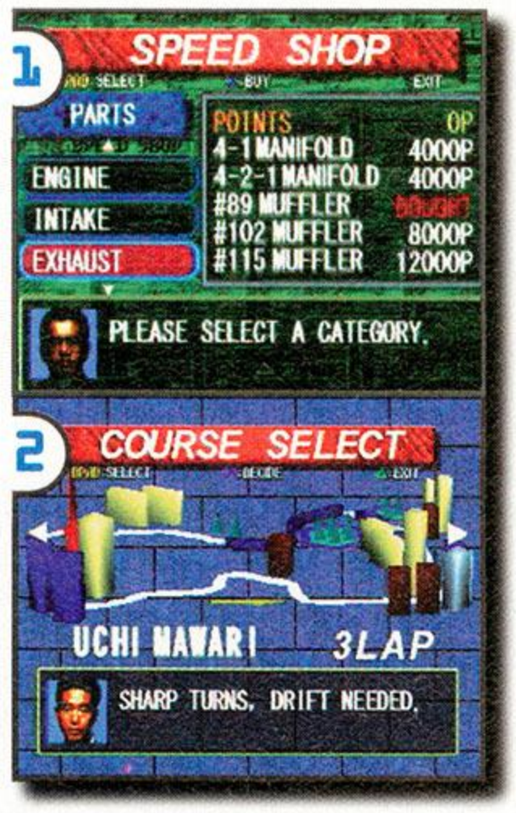
After adding a few extras, you're suddenly tearing around Tokyo at 180+Mph, and it's a different game — more like, say *Need for Speed* for PlayStation. The second set of opponents is a LOT more challenging than the first, and the ol' Drift King is such a flawless driver, you can barely keep up with him.

Two other things set the game apart. First, although you're only racing against one other car, there are plenty of other vehicles around, including buses and trucks. The first time you manage to thread between a pair of eighteen-wheelers at speed — man, watta rush. Second, power sliding is so integral to the game there's even a special button on the controller for it. It takes practice and patience, but that's part of the challenge.

The game still isn't perfect — three tracks and seven opponents ain't much, plus, in order to afford the necessary upgrades to beat the second set of opponents, you've got to continue racing against them until your car is good enough to win. The graphics are clean, but don't show a lot of pizazz, and you can't really crash, only bump into things. Also, let's face it, there are other, better racing games out there. In the end, I liked *Tokyo Highway Battle* enough to say, 'Yeah, you'll have fun,' but not enough to recommend picking it up before anything else.



You have a choice between two views: the exterior view looks like the way to go, but don't be fooled.



1 The Speed Shop, where all the car's extras can be bought.
2 The game only includes three courses and seven opponents.

• JEFF LUNDRIGAN

ALTERNATIVES

Formula 1	9.3
Andretti Racing	8.5
Ridge Racer Revolution	8.1

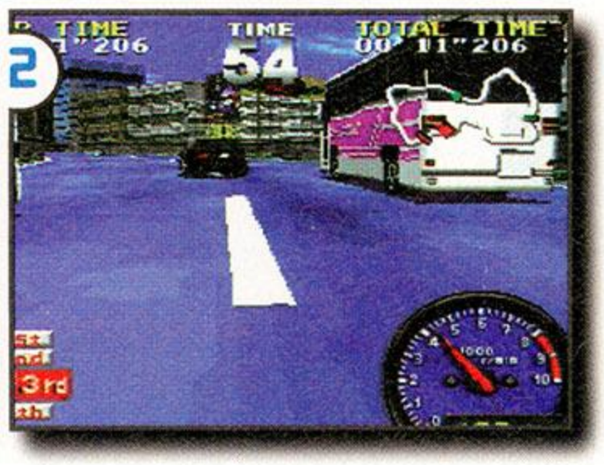
THE LINE

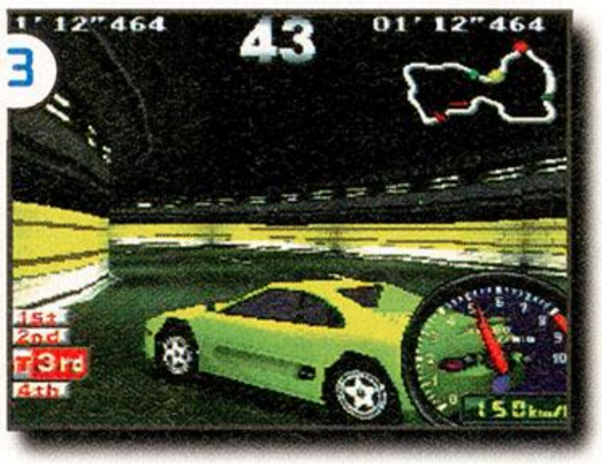
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	9	EXTRAS	9
MUSIC	7	BALANCE	6	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	7	INNOVATION	4

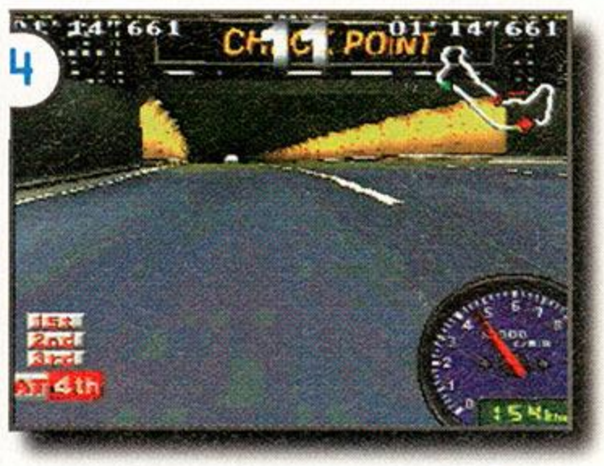
RATING **7.3**

1 Here he is, in the red car, Keiichi 'Drift King' Tsuchiya. He's a tough challenge who takes a lot of skill to beat. 2 The first person view is much better, since it gives a better feel for threading your way through traffic. 3 Powerslides, or 'drifting', is the key to winning the game. 4 Little details make the game come alive.









REVIEW

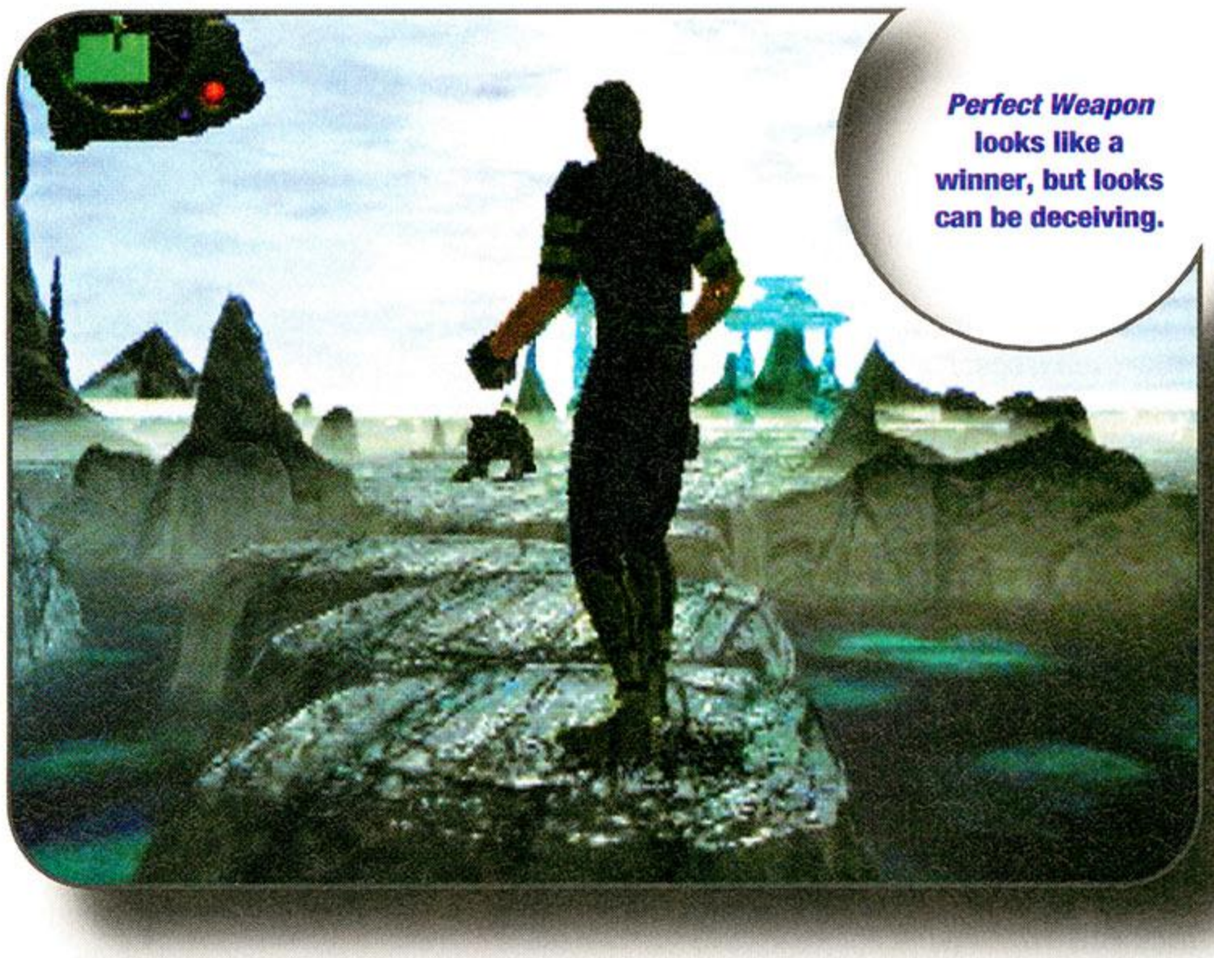
PLAYSTATION

プレイステーション

PERFECT WEAPON

Fighting game or action game, this attempt at genre mixing is far from perfect

Upon first inspection, *Perfect Weapon* is a game that impresses with the beauty of its high-resolution graphics. The backgrounds are exquisitely sharp and detailed and the rendered polygonal main character reasonably compliments them. The developers have stated that they intended to create a game that was a hybrid of the gameplay offered by the likes of *Resident Evil* and *Tekken*. Screenshots seem to indicate they have succeeded (at least in the graphical aspects of the game), but actually playing the game reveals that even this positive aspect of the game is flawed.



***Perfect Weapon* looks like a winner, but looks can be deceiving.**



1 Graphics are the game's strength, but notice the polygon clipping of the leg.

2 How can you fight if the main character isn't even visible?

Serious problems are caused by the background that although seemingly expansive, is severely track-based in nature. What good is an environment that appears absolutely 3D when the character is rigidly prohibited from exploring it? Even worse, the open appearance of some of *Perfect Weapon*'s backgrounds and the switching camera angles make it difficult to determine which direction can even be traversed. An on-screen radar or map is apparently meant to alleviate the navigation problems, but its small, almost illegible display is merely irritating to use.

Gameplay is seriously hampered by the switching camera angles which never seem to occur at quite the right time and often result in less than satisfactory view angles. Combine this problem with the excruciatingly slow movement of the character and there is a serious playability problem. Character movement is slow and awkward and too often fighting sequences are at a distance and angle that deter effective control.

On the plus side, a computer AI that implements cooperative attacks works quite effectively and a number of moves and combos make the fighting portions of the game quite entertaining. Puzzle elements are not overly emphasized, but there are enough to prevent the gameplay from becoming mindless. Although there are only five levels, each level is quite long and challenging.

In the end, *Perfect Weapon*'s deficiencies prevent an accurate evaluation of the game's attempt at genre mixing. The game appears to be a decent fighting game and the exploratory nature of the gameplay is intriguing, but the sloppy game control clouds any innovation in a veil of frustration. A game that looks great and plays bad — it's not the first time it's happened and it won't be the last.

ROGER BURCHILL

ALTERNATIVES

Guardian Heroes 8.6

Time Commando 6.9

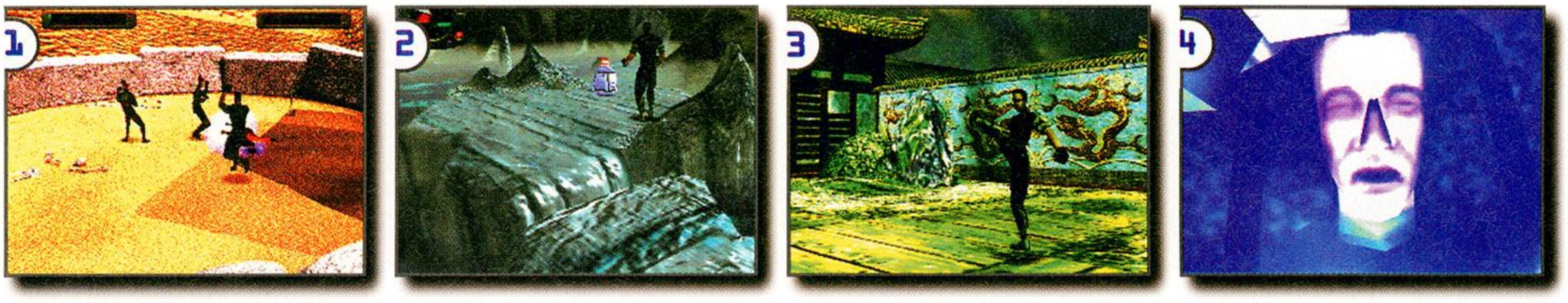
THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	2	EXTRAS	4
MUSIC	5	BALANCE	4	PRESENTATION	5
SOUND EFFECTS	4	DEPTH	5	INNOVATION	5

RATING

4.7

1 One positive feature is the computer AI that coordinates the attacks of multiple enemies. 2 The interactivity of the background is mostly limited to picking up objects and power-ups. 3 It's a shame that a game that looks this good plays so bad. 4 This is how the character looks after he loses. This is also how you look after playing this game.



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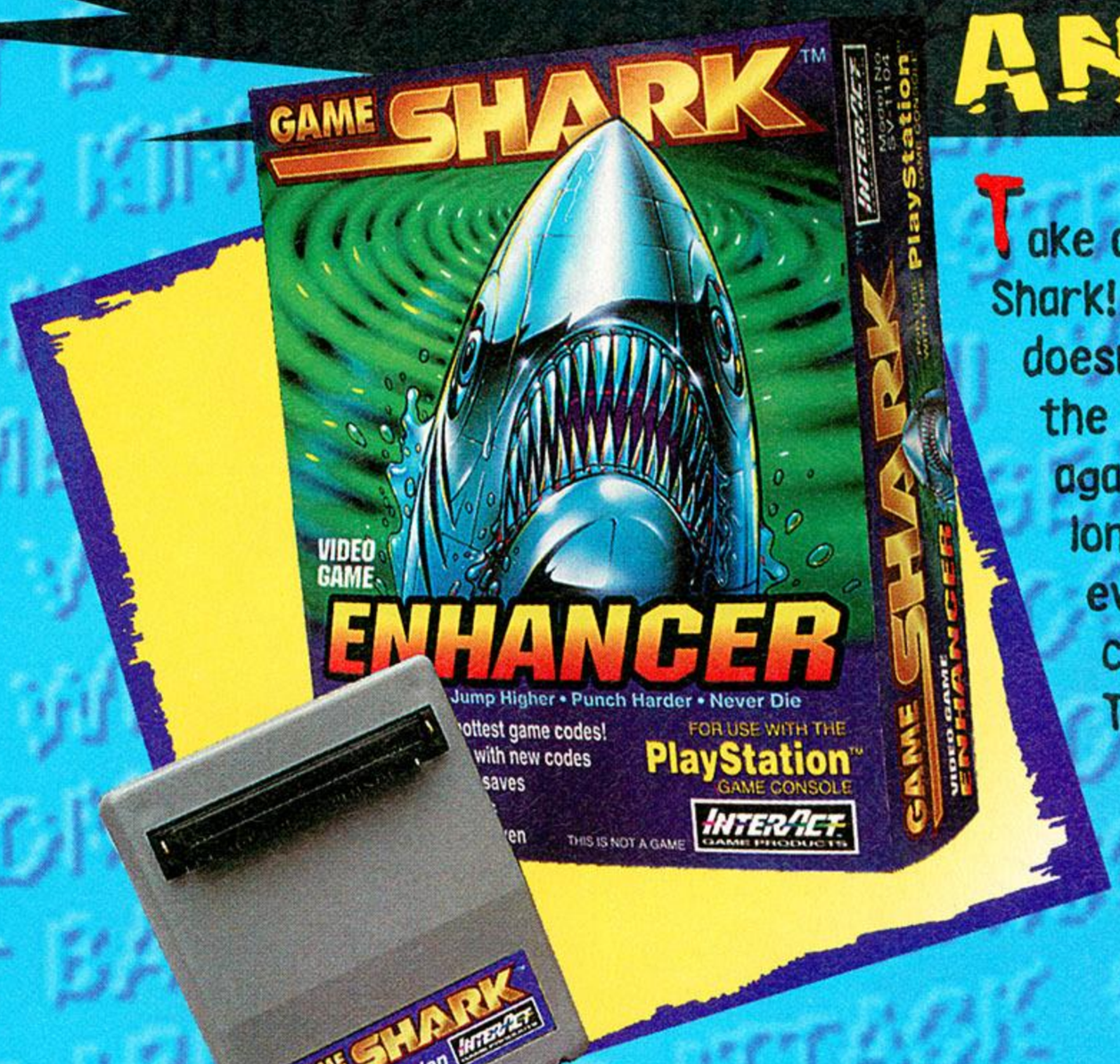
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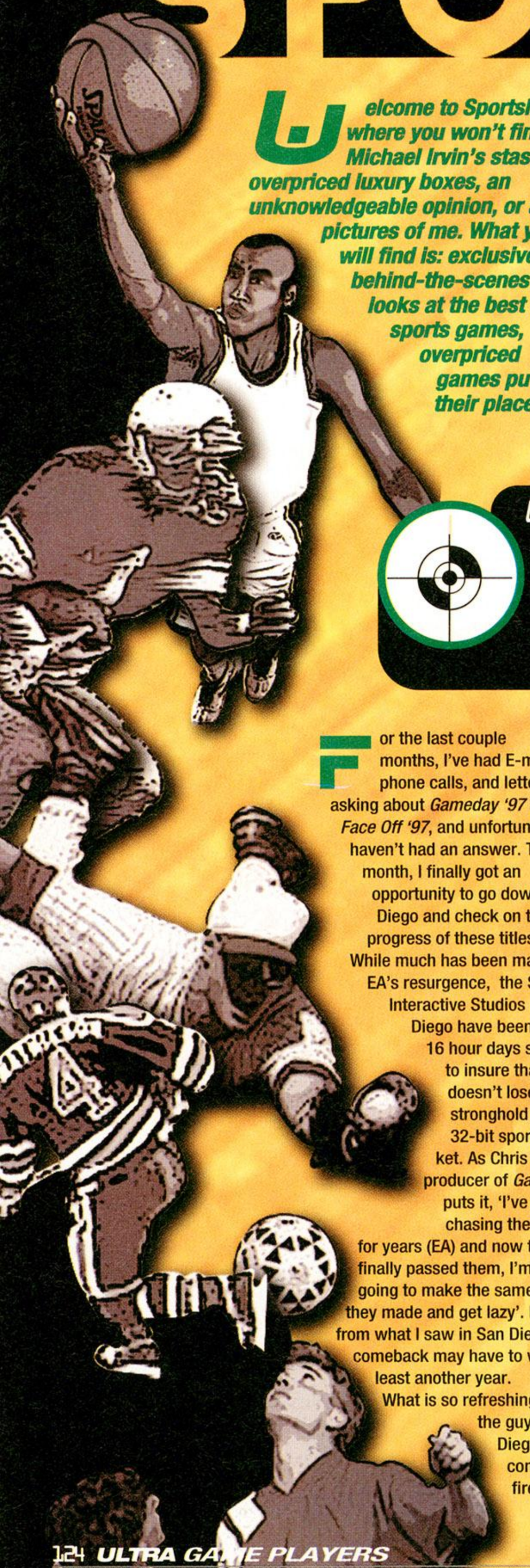
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SPORTSLINE



Welcome to Sportsline, where you won't find: Michael Irvin's stash, overpriced luxury boxes, an unknowledgeable opinion, or any pictures of me. What you will find is: exclusive, behind-the-scenes looks at the best new sports games, overpriced games put in their place, and the opinion of a man who loves sports games just as much as you do.

This month, I finally had the opportunity to check in on* NFL Gameday '97 *and* NHL Face Off *'97, and man, was I impressed. The guys (and girls) at Sony Interactive Studios are really on their game and ready to continue to foil EA's plan of sports domination. Check out the detailed three page story on Gameplay Central to get the full scoop. Also in this issue, I get a chance to test-drive some of the best PC sports games to date, as EA sharpens its focus towards the PC market. Once again, it's hard to believe I get paid for this. After all, if I didn't work here, I'd be buying all these sports games anyway.

Mike Salmon
Mike_Salmon@qm.imagine-inc.com

Where 32-bit gameplay is created and innovated!

GAMEPLAY CENTRAL

For the last couple months, I've had E-mails, phone calls, and letters all asking about *Gameday '97* and *NHL Face Off '97*, and unfortunately, I haven't had an answer. This month, I finally got an opportunity to go down to San Diego and check on the progress of these titles. While much has been made of EA's resurgence, the Sony Interactive Studios in San Diego have been working 16 hour days since May to insure that it doesn't lose its stronghold on the 32-bit sports market. As Chris Wailey, producer of *Gameday*, puts it, 'I've been chasing these guys for years (EA) and now that we finally passed them, I'm not going to make the same mistake they made and get lazy'. From from what I saw in San Diego, EA's comeback may have to wait at least another year.

What is so refreshing about the guys in San Diego is their competitive fire, love of sports, and love of sports games. Basically, the development team consists of people like you and me who want to play the best possible sports game. The only difference is their knowledge of programming allows them to make these games as well.

While the developers certainly aren't ashamed of last year's sports games, they do realize that there is still plenty that can be done. Last year, *Gameday* and *Face Off* set the standard for 32-bit sports games, but the gameplay still borrowed heavily from 16-bit games. This year, however, is all about 32-bit gameplay. The idea is to revolutionize how sports games are played by focusing on giving the player maximum control. As Wailey says, 'Around here, gameplay is king. After all, that's what makes a game great and that's what we're all about'.



1 Here's *Gameday* producer Chris Wailey getting a chance to chat with the Raiders' Tim Brown during a motion-capture session for *Gameday '97*.
2 Last year's *Gameday* is still the best selling PlayStation game, but this year's added gameplay elements should make *'97* an even bigger success.
3 *NHL Face-Off* was mighty impressive when it first came out, but some gameplay bugs really hurt the replay. That's exactly what Sony plans to fix in '97.
5 What makes Sony's sports titles such a success is the teamwork and total love of sports. Here Tim Brown even helps with a couple of plays.

PREVIEW PLAYSTATION プレイステーション

NHL FACE OFF '97

Who needs polygons when you've got gameplay like this?



The graphics haven't changerd much from last year, but some of the colors are more accurate.

While the competition was creating new graphics engines and trying to implement polygonal players into its games, Sony Interactive Studios was simply refining last years graphics and working on new gameplay ideas. The result is a game that looks almost identical to last year's, but even this preview version plays significantly better.

The first thing I noticed was the speed of the front end. It's so fast that you'll swear *NHL Face Off '97* is a cartridge game. You can click from menu to menu without the annoying loading time. That certainly isn't the only improvement in *'97*. Other long-overdue features like fighting, strategy, hip-checks, and fake shots have been added. But perhaps the biggest change is the all new icon passing that really changes the way you play a hockey game. By pressing down the L2 button, each of your teammates is represented by a symbol on the control pad (much like passing in a football game) and, by pressing the corresponding buttons, you can work the puck up the ice as quick as they do in real hockey. It also allows you to pass in directions you're not facing.

The player AI is the other huge improvement in *'97*. This year the players act much more like their real-life counterparts and it makes the gameplay faster, more realistic, and just plain fun. Of course, the most important AI in any hockey game is the goalie and that is where *Face Off '97* really innovates gameplay. Each goalie is going to have their own weak spot (which will correlate with their actual scouting report) and, if you manage to work a goalie's weak spot, it greatly enhances your chance of scoring.

Overall, *Face Off '97* is on track to be one of the better hockey games around. It's definitely one for hockey fans to keep an eye on.



1 The icon passing allows for rapid movement of the puck and even more control to the player.

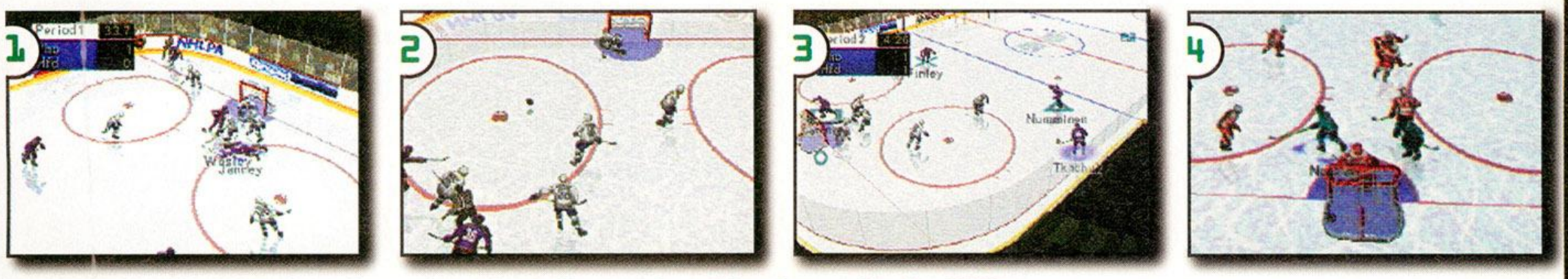
2 The multi-player league is perfect for homegrown tournaments and frat houses.

3 The super-slick front end is lightning quick and gets you right into your next game.

New Features

- Intense strategy controls
- Fighting
- Hip checks
- Fake shots
- Icon passing
- Smoother animations
- Three difficulty levels
- Improved stat engine
- Create Player
- Interactive benches
- PA announcer
- New sound effects
- Multi-player leagues

IN MOTION



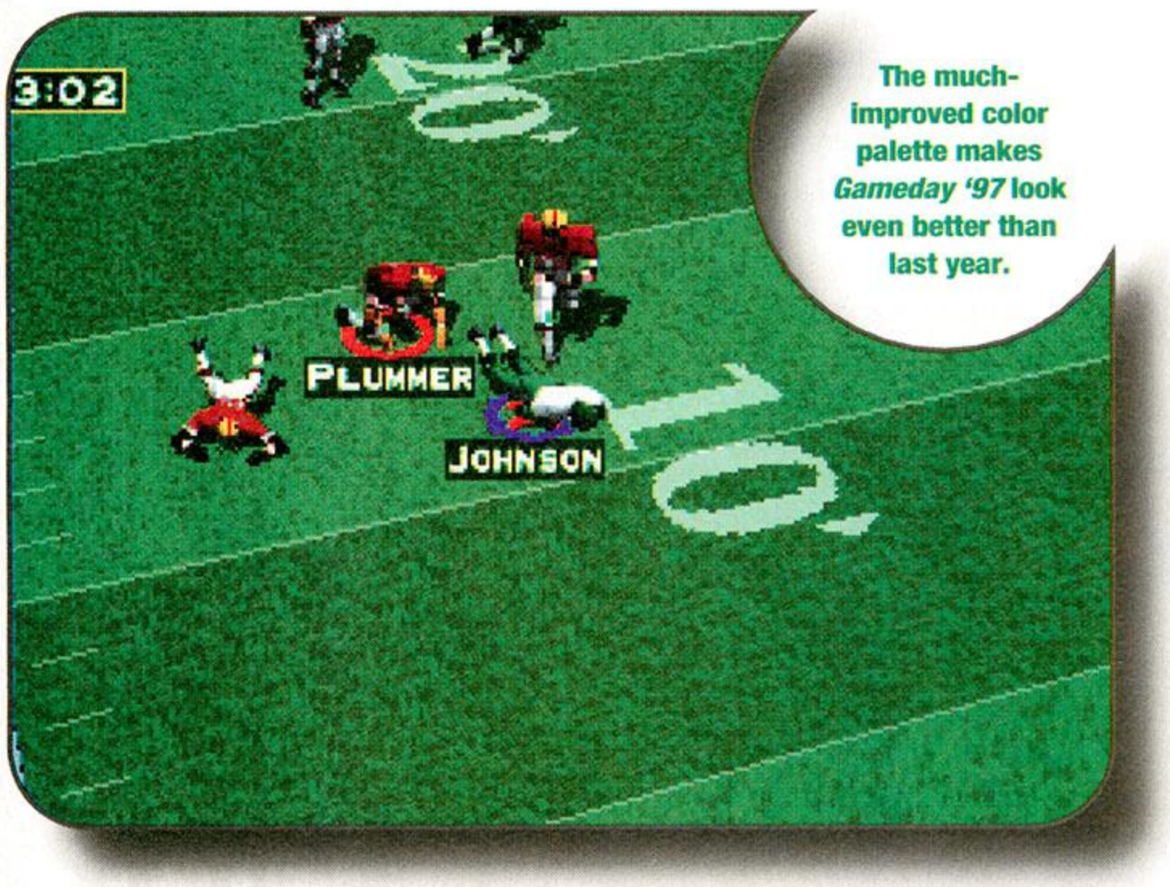
1-4 Big checks, wicked slap-shots, crisp passing, and sprawling saves have all been improved for *Face Off '97*.

PREVIEW PLAYSTATION プレイステーション

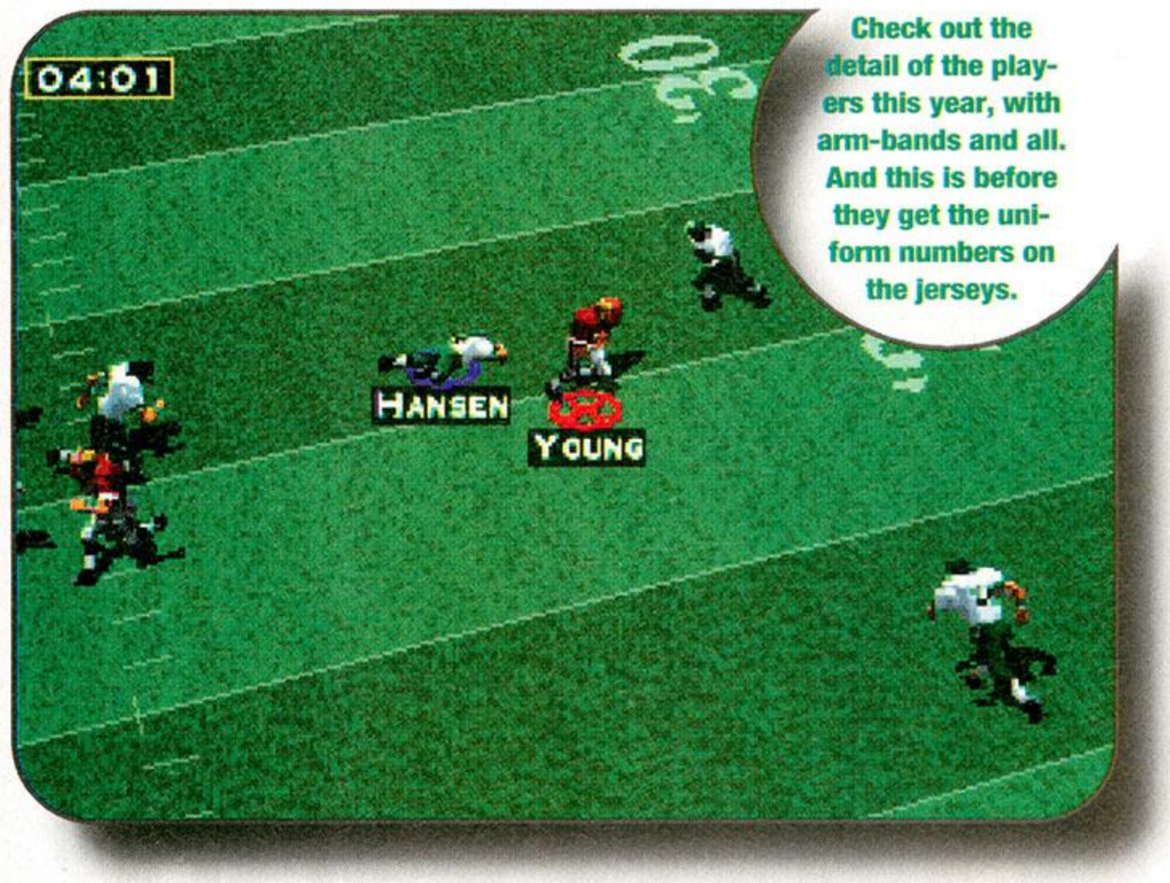
NFL GAMEDAY '97

Other football games should be honored to hold Gameday '97's jockstrap

Just last month, I gave you a report on the best football games available. Well, you can throw that chart away, because *NFL Gameday '97* is on track to be the best in every category.



The much-improved color palette makes *Gameday '97* look even better than last year.



Check out the detail of the players this year, with arm-bands and all. And this is before they get the uniform numbers on the jerseys.

The graphics last year were mighty impressive, but with *'97* they have added even more. The uniforms and colors are much more realistic and each stadium has the correct color of grass and boundaries. The sound has also been improved, adding even bigger and better sound effects, as well as a PA announcer, which is much better than a slow and annoying play-by-play.

But it's not the look and sound of *Gameday '97* that impressed me, it was the totally new gameplay elements. The new advanced moves give you more control than ever before. Check out this exhaustive list of moves on offense: Dive, dive over pile, speed burst, shoulder charge, spin, double spin, hurdle, stiff arm right, stiff arm left, juke, pitch, catch, one-handed catch, any one of the running moves with a speed burst, and an advanced passing meter. And now on defense: Dive tackle, dive tackle high, speed burst, shoulder charge, switch closest man, switch deepest man, jump/intercept, one-hand jump, swim right, swim left, forearm shiver, and any swim or shiver combined with a speed burst.

Here's a couple of examples that show what type of gameplay *Gameday '97* is going to offer. If there is man to man coverage down the sideline and the ball's tossed up for grab, the person that manages to time the one-handed jump (it gets higher) has a much better chance of catching the ball. If a player on offense decides to go over the top, they have a chance of gaining extra yards, but if the defense guesses right with a high tackle, then the stop will be made and the chance of fumbling is increased. On defense, the shoulder charge is the best way of forcing a fumble, but it is also the easiest tackle to escape from. Finally, the advanced passing meter allows the quarterback to purposely overthrow a receiver, who can speed burst and dive beyond the defense.

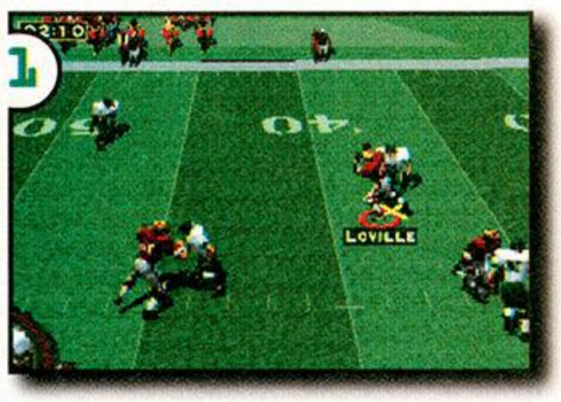


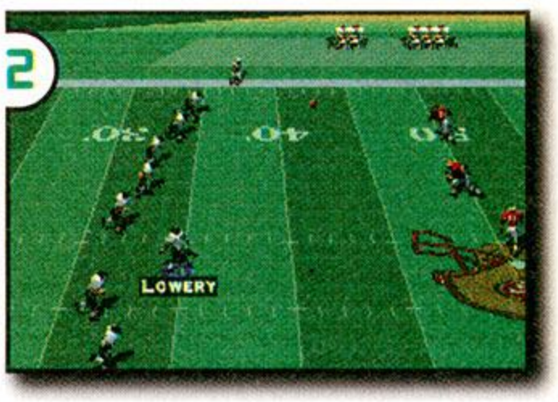
With a host of new moves, you can now send your runner over the top at the goal line.

Congratulations, Sony, on really pushing the envelope. A full review of this game is sure to reveal exactly how great it is, so check back here for the full report.

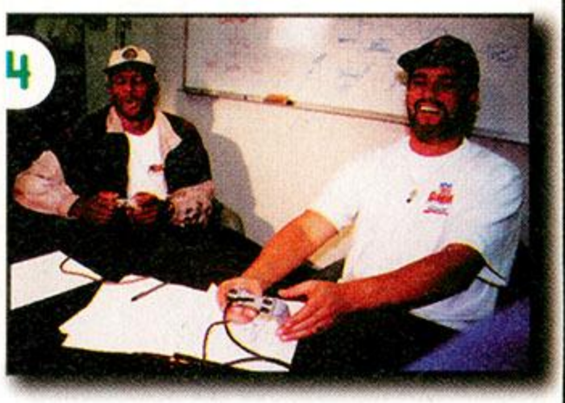
New Features

- Four difficulty levels
- Unlimited playing perspectives
- All new sound effects
- 30 frames per second (twice as fast as last year)
- Double the plays
- Much improved stat engine
- Trade, Create, Sign players
- Interactive sidelines
- PA Announcer
- Adjustable speed
- Much more realistic uniforms









1 Just like in real life, every five yards at Candlestick — err, I mean 3-Comm Park, is a different shade of green. Now that's realism. 2 Some crunching tackles are even better than last year! This game is looking great. 3 Tim Brown does the motion-capture for the one-handed catch; one of the new moves that is really going to change the way football games are played. 4 Just looking at this game isn't enough, you need to pick up the controller and feel the power it puts in your hands.

PUBLISHER. VIRGIN INTERACTIVE • DEVELOPER. RADICAL ENTERTAINMENT • REQ. WINDOWS 95; DOUBLE SPEED CD-ROM DRIVE; 486; 8MB RAM; MOUSE

REVIEW

PC CD-ROM

PC コンピューターゲーム

NHL '97

For consoles, EA's *NHL* series has long been the standard, but this year they went all out to make the most revolutionary hockey game on the PC since the first *NHL* on the Genesis. The graphics are easily the sharpest ever, console or PC. Each and every player is in a perfectly designed uniform that looks so real, you'll swear you're sitting in the front row at Madison Square Garden. Each player also has their real face texture-mapped on for a look that almost defies reality. It must be seen to be believed.

The gameplay is traditional high speed, with one-timers and slapshots accounting for most of the scoring. While the motion-capture makes the game move with incredible fluidity, it does take away from some control. As a matter of fact, the only problem with *NHL '97* for the PC is that the control is a little loose, but it's still very good. *NHL '97* is a must for any hockey fan, with all the depth of play and stats you've come to expect from EA.









1 As always, you can really feel the crunch of a big chech in *NHL*. 2 You can even play multi-player games over a server to add to the replay. 3 Move in close on the players in *NHL* and it reveals some awesome details. 4 Just like in the real deal, players hit the ice with regularity.

THE LINE

RATING

8.8

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	6	EXTRAS	10
MUSIC	10	BALANCE	10	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	8	INNOVATION	10

PUBLISHER. EA SPORTS • DEVELOPER. EA CANADA

REVIEW

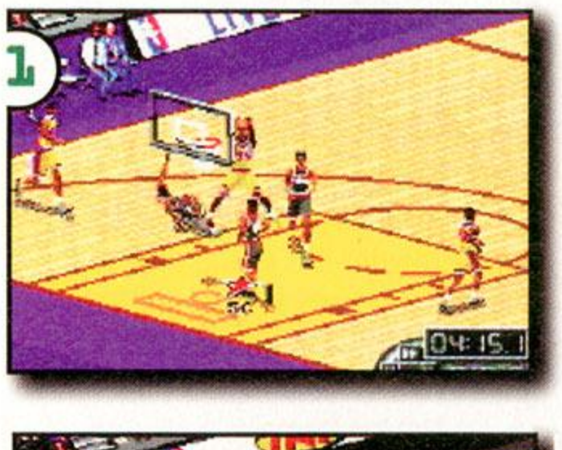
GENESIS

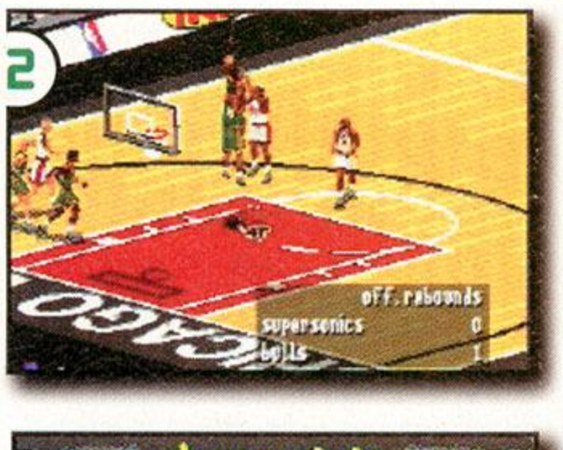
セガ サターン

NBA LIVE '97

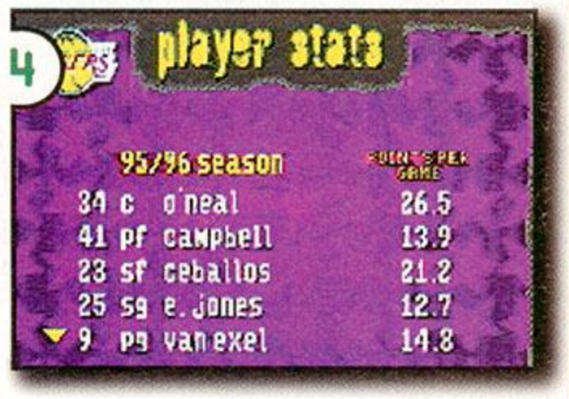
Although it is still the best basketball series around, *NBA Live* is definitely due for a facelift. The Genesis version does nothing but add some new front end features and update the rosters and, while it's still the best basketball game on the Genesis, it is getting very stale.

You can still take control of your favorite NBA team and lead them through the rigors of a season with the big boys. Back is the fast gameplay, smooth control, and crisp graphics. Unfortunately, the slightly unrealistic gameplay and slippery players have returned as well. The game is slightly better than *'96,* but it's only worth the price of the new version if you have to have the new rosters. My suggestion is hang on to your cash, get a PlayStation and look for *Live '97* on the PlayStation. If that's not an option, you can still check out Shaq on the Lakers and, if you get in that zone, you can have him knock down 12 threes a game as well. It's just rehash, but it's still the best basketball the Genesis has ever known.









1 Shaq-daddy in Laker yellow — it just doesn't look right. 2 Still no Jordan! Let's see how incredi-bull the Bulls are without his airness. 3 The front-end has an edgier look, but that does nothing for the gameplay. 4 Complete presentation and stats still make this one of the best B-ball games to play a season in.

THE LINE

RATING

7.9

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	8	EXTRAS	10
MUSIC	8	BALANCE	9	PRESENTATION	8
SOUND EFFECTS	7	DEPTH	8	INNOVATION	5

PUBLISHER. EA Sports • DEVELOPER. Tiburon • REQ. Windows 95; Double Speed CD-ROM drive; 486; 8MB RAM; Mouse

REVIEW

PC CD-ROM

PC コンピューターゲーム

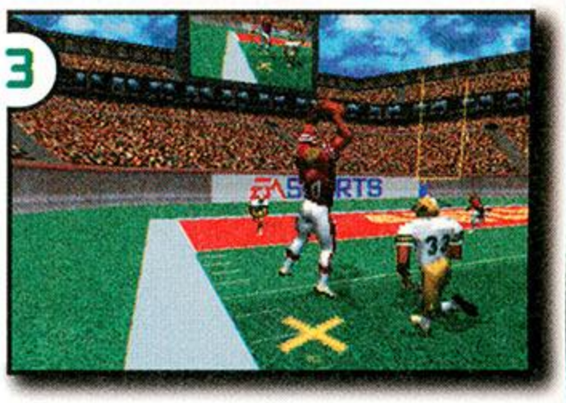
MADDEN '97

There was really no argument in previous years as to which *Madden* was better. The console version always had the best play and most time put into it. However, in '97, EA really put a lot of work into the PC version, and boy, does it show. The graphics are top of the line, complete with realistic player numbers and smooth motions.

The usual play, stats, and options are all included, but what separates *Madden '97* from the rest of the PC crowd is the incredible presentation and arcade-style gameplay. From the opening sequence, to the kickoff, to the injury reports, *Madden '97* really makes you feel like you're watching a football game on network TV. Even novice football fans can learn about the game, the teams, and the plays at Madden University. The only place *Madden '97* falls short is in the control of the action. With only two buttons, you don't get to choose different moves. Instead, the computer chooses for you. Still, this is the best PC football game to date and well worth checking out.







1 The hi-res graphics are far superior to its console cousin and most of the competition as well. 2 'Student body right' is still a staple in everyone's playbook. Check out the size of the hole in the defensive line! You could drive a truck through that... 3 Playing through a season and compiling stats has always been the key to *Madden*'s success.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	7	EXTRAS	10
MUSIC	8	BALANCE	9	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	8	INNOVATION	6

RATING

8.6

PUBLISHER. VR Sports • DEVELOPER. Gremlin Interactive

REVIEW

PLAYSTATION

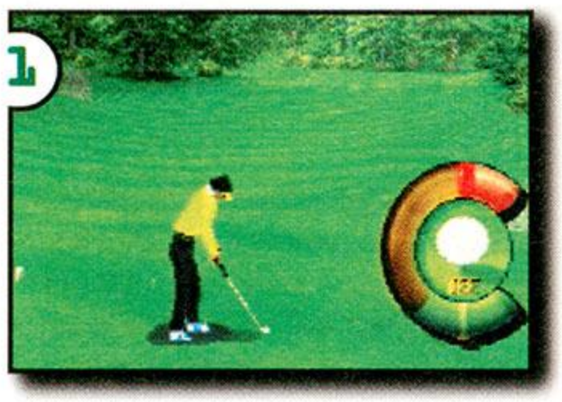
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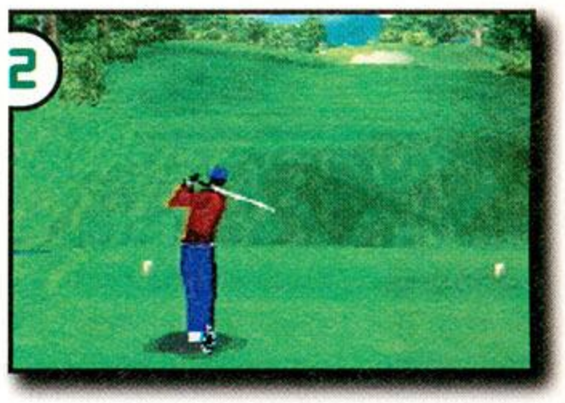
VR GOLF

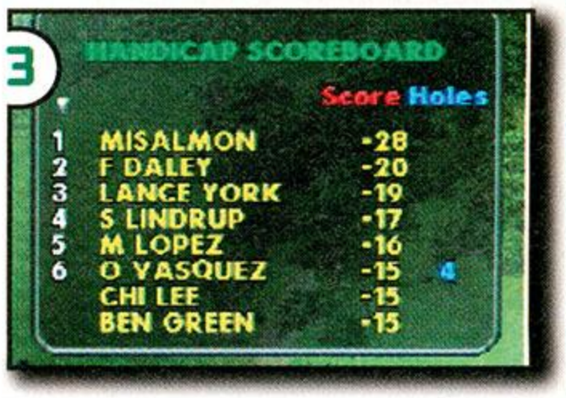
Golf has long been one of the most popular PC genres, but on consoles its success has been limited. One reason for that is the slow and meticulous play of most golf games. Well, *VR Golf* from Interplay is trying remedy both of those problems.

The graphics and play are the best I've seen on a console. The lush green rolling hills are the backdrop for some extremely fast and easy to play golf. The challenge in *VR Golf* isn't just trying to shoot below 100 (that's frustrating enough in real life), but trying to perfect your game to take the victory in one of the four day tournaments. The swing meter is smooth and easy to use, and the putting, while not perfect, is a vast improvement over earlier titles.

The excitement in *VR Golf* comes in trying to make the cut and then finish the final day with a strong round. I spent a couple weeks constantly playing this game and I must say it is my favorite console golf game of all time. While it's not as deep as most PC golf games, *VR Golf* is a definite for golf fans that don't have access to a PC.







1 The meter's smooth motion makes playing *VR Golf* less frustrating than real golf. 2 The rolling hills of two fictional courses have attained a very polished look, and the complete 3D camera movement actually improves gameplay. 3 Trying to move up the leaderboard ain't easy, unless you're as skilled as the current champion (That would be me. Who beat all the other rags in a recent tournament, anyway?).

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	8
MUSIC	8	BALANCE	9	PRESENTATION	9
SOUND EFFECTS	9	DEPTH	9	INNOVATION	6

RATING

8.7



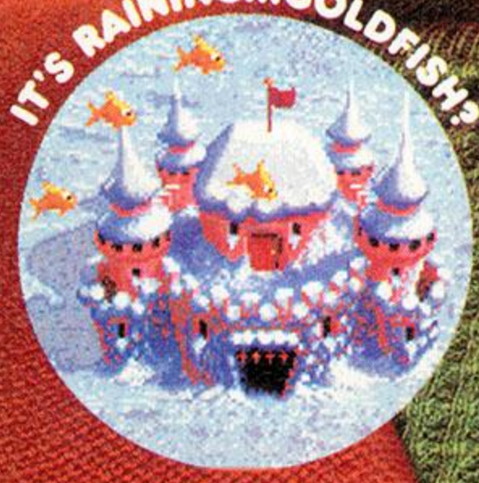


BLOW UP COWS, EAT GOLDFISH, THEN GO TO HELL.

This is the bizarre world of Baldies. A world that you build and where lunacy reigns. The idea? Destroy the nasty little hairy guys before they destroy you–the Baldies. 15 devilishly clever weapons, 100 intense levels, hidden and bonus rounds, hot action graphics in five weird worlds (hell included). And it's the only multi-player, extended-play game with a chrome dome crew. Warning: May cause permanent hair loss.

Baldies™

TOTALLY DEMENTED ACTION FOR PEOPLE WHO THINK.

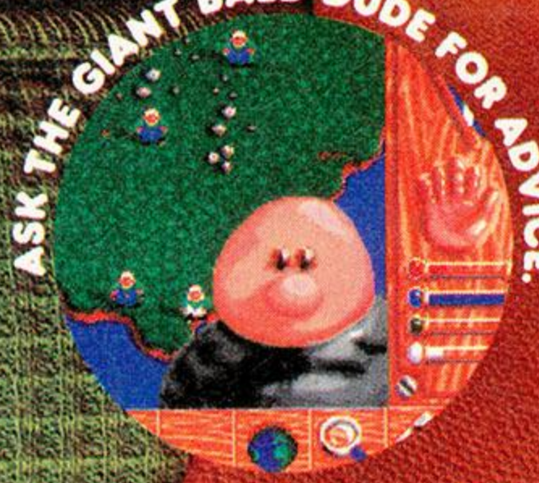


PLAY in ONLINE

http://www.inngames.com

CD ROM

Both DOS and Windows® 95 included.



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For The LightStormer Corps



This is your chance to proudly wear the LightStormer uniform. We'll send you to the far corners of the solar system with enough firepower to enforce our hard-won peace. You'll be mastering awesome weapons like the Phase Rifle, Anti-Matter Blaster, Lock-on Cannon and Plasma Lance as well as receiving psionic neural implants - the classified technology reserved solely for the LightStormer Corps. With this arsenal, you'll be able to pulverize United Earth's enemies not only with your physical weapons, but with your mind.

Travel To Exotic Places,







Meet Interesting Creatures...







And Kill Them.

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RATED

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of ***ULTRA GP***. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

When a game is *really* good, we give it our ***ULTRA Award***. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below in a special red bar with black text. *Don't miss out on these games!!!*

Alone in the Dark — SAT · THQ — ISS NO. 86 — RATING **7.9**

Andretti Racing — PS · ELECTRONIC ARTS — ISS NO. 90 — RATING **8.5**

Arcade Classics — GEN · SEGA — ISS NO. 86 — RATING **3.2**

Baku Baku — SAT · SEGA — ISS NO. 87 — RATING **8.5**

Bass Master Classic: Pro Edition — SNES · T*HQ — ISS NO. 86 — RATING **8.0**

Battle Arena Toshinden 2 — PS · PLAYMATES — ISS NO. 85 — RATING **8.3**

Battle Arena Toshinden Remix — SAT · SEGA — ISS NO. 85 — RATING **8.1**

Beyond The Beyond — PS · SONY CE — ISS NO. 89 — RATING **6.8**



SPOTLIGHT ON: JUMPING FLASH! 2

While the original *Jumping Flash!* may have been one of the most original games ever created, this sequel is simply so much fun that if you don't have this game, you really don't have a life, either! It's a must-have!

Bogey Dead 6 — PS · SONY — ISS NO. 87 — RATING **7.2**

Bugs Bunny: Double Trouble — GEN · SEGA — ISS NO. 87 — RATING **3.0**

Bust-A-Move 2 — PS · ACCLAIM — ISS NO. 87 — RATING **8.6**

Congo — SAT · SEGA — ISS NO. 85 — RATING **5.9**

Cosmic Race — PS · NEOREX — ISS NO. 88 — RATING **0.0**

Crash Bandicoot — PS · UNIVERSAL INTERACTIVE — ISS NO. 80 — RATING **8.8**

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Decathlete — SAT · SEGA — ISS NO. 89 — RATING **8.4**

Die Hard Trilogy — PS · FOX INTERACTIVE — ISS NO. 89 — RATING **8.5**

Earthworm Jim — SAT · PLAYMATES — ISS NO. 84 — RATING **8.1**

Fade to Black — PS · ELECTRONIC ARTS — ISS NO. 88 — RATING **7.5**

Final Doom — PC · WILLIAMS — ISS NO. 90 — RATING **8.1**

Fire Fight — PC · ELECTRONIC ARTS — ISS NO. 89 — RATING **7.6**

F-1 Challenge — SAT · VIRGIN — ISS NO. 86 — RATING **8.7**

Golden Axe: The Duel — SAT · SEGA — ISS NO. 87 — RATING **6.3**

Guardian Heroes — SAT · SEGA — ISS NO. 86 — RATING **8.6**

Gun Griffon — SAT · SEGA — ISS NO. 87 — RATING **8.2**

Horned Owl — PS · SONY CE — ISS NO. 89 — RATING **6.4**

Jumping Flash! 2 — PS · SONY — ISS NO. 88 — RATING **9.2**

Legend of Oasis — SAT · SEGA — ISS NO. 88 — RATING **8.4**

Lufia II: Rise of the Sinistrals — SNES · NATSUME — ISS NO. 85 — RATING **8.5**

Magic Carpet — PS · ELECTRONIC ARTS — ISS NO. 84 — RATING **8.4**

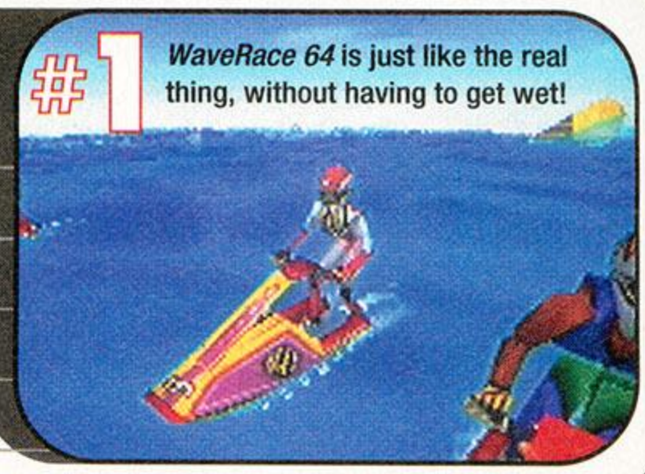
Mohawk and Headphone Jack — SNES · BLACK PEARL SOFTWARE — ISS NO. 85 — RATING **7.1**

Motor Toon Grand Prix — PS · SONY CE — ISS NO. 90 — RATING **8.1**

ビデオ　ゲーム　おさらい

THIS MONTH'S TOP PICKS

1	WaveRace 64	N64	Rating: 9.5
2	Formula 1	PS	Rating: 9.3
3	Disruptor	PS	Rating: 9.2
4	Black Dawn	PS	Rating: 8.8
5	Daggerfall	PS	Rating: 8.8



Nights
SAT · SEGA — ISS NO. 89 — RATING 9.3

Olympic Soccer
PS · U.S. GOLD — ISS NO. 86 — RATING 8.3

Olympic Summer Games
SNES · BLACK PEARL — ISS NO. 86 — RATING 5.7

Panzer Dragoon II Zwei
SAT · SEGA — ISS NO. 85 — RATING 9.0

PilotWings 64
N64 · NINTENDO — ISS NO. 89 — RATING 9.0

Raven Project
PS · MINDSCAPE — ISS NO. 85 — RATING 5.2

Ridge Racer Revolution
PS · NAMCO — ISS NO. 89 — RATING 8.1

Rise 2 Resurrection
PS · ACCLAIM ENTERTAINMENT — ISS NO. 85 — RATING 3.7

Road Rash
SAT · ELECTRONIC ARTS — ISS NO. 88 — RATING 6.3

Robo Pit
PS · THQ — ISS NO. 86 — RATING 7.6

Romance of the Three Kingdoms
PS · KOEI — ISS NO. 85 — RATING 8.2

Shellshock
PS · US GOLD — ISS NO. 85 — RATING 7.8

Spot Goes To Hollywood
PS · VIRGIN — ISS NO. 90 — RATING 3.8

Star Gladiator
PS · CAPCOM — ISS NO. 90 — RATING 8.0

Street Fighter Alpha 2
SAT · CAPCOM — ISS NO. 0 — RATING 8.1

Super Mario RPG
SNES · NINTENDO — ISS NO. 84 — RATING 9.1

Super Mario 64
SNES · NINTENDO — ISS NO. 89 — RATING 10

ビデオ　ゲーム　おさらい

TEKKEN 2
PS · NAMCO — ISS NO. 88 — RATING 9.1

Three Dirty Dwarves
SAT · SEGA SOFT — ISS NO. 90 — RATING 7.1

Time Killers
GENESIS · TH*Q — ISS NO. 86 — RATING 1.9

Tobal No. 1
PS · SONY — ISS NO. 90 — RATING 9.0

Ultimate Mortal Kombat 3
SAT · WILLIAMS — ISS NO. 85 — RATING 7.3

Virtua Fighter Kids
SAT · SEGA — ISS NO. 90 — RATING 8.7

Virtua Fighter PC
PC · SEGASOFT — ISS NO. 90 — RATING 7.5

Williams Arcade's Greatest Hits
PS · WILLIAMS — ISS NO. 85 — RATING 7.1

ビデオ　ゲーム　おさらい



SPOTLIGHT ON:

PANZER DRAGOON II ZWEI

This sequel far surpasses the original in graphics and gameplay! Branching paths and intimidating bosses help to raise this game to a new level of 3D shooting action, plus, you get to watch your dragon grow up!

WipEout
SAT · PSYGNOSIS — ISS NO. 86 — RATING 9.1

WipEout XL
PC · SEGASOFT — ISS NO. 90 — RATING 9.5

Witchhaven II
PC · CAPSTONE — ISS NO. 89 — RATING 5.3

Worms
SAT · OCEAN — ISS NO. 84 — RATING 9.4

X-PERTS
GENESIS · SEGA — ISS NO. 88 — RATING 2.4

Z
PC · VIRGIN — ISS NO. 90 — RATING 7.6

ビデオ　ゲーム　おさらい

MULTI-PLAYER, REAL-TIME

WITHOUT A

YOU'R

RAVIDEL

HE'S PACKING

A HURLOON MINOTAUR,

GIANT STRENGTH,

A FIREBALL,

THE WALL OF STONE,

REVERSE DAMAGE,

A HILL GIANT,

AND SHATTER.



STRATEGIC WARFARE...

MASTER PLAN, DUST.

SANDRUU

HE'S PACKING

A SERRA ANGEL,

HOLY STRENGTH,

TSUNAMI,

THE WALL OF AIR,

ARMAGEDDON,

THE SHIVAN DRAGON,

AND REGENERATION.

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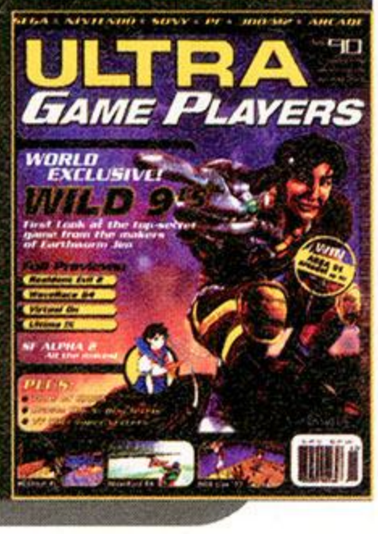
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WaveRace 64
Virtual On
Ultima IX

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Cash Bandicoot Secret
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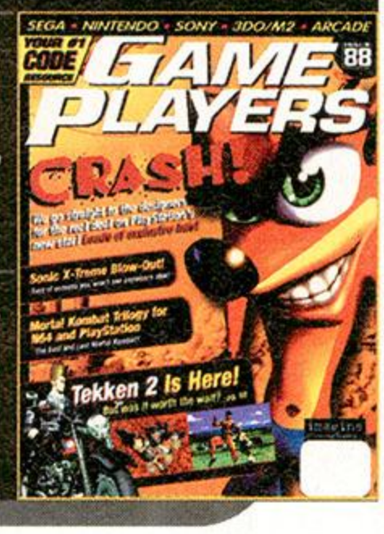
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ALL ACCESS

We all like to cheat. It's a simple fact, inherent in our human nature. Stolen watermelon tastes better than any other, according to Mark Twain. So what could be more natural than an entire section based on ways to cheat your way through your favorite videogame? We can't imagine anything better than that, so go ahead — cheat away! If you don't, somebody else will... If you uncover some hidden secret of your own, drop us a line at the usual address (c/o All Access), or even better, e-mail Roger (you know, he's the Code Guy) at Roger_Burchill@qm.imagine-inc.com.

ULTIMATE MORTAL KOMBAT 3

WILLIAMS ENTERTAINMENT ● SATURN

Mega Continues

1-3 To obtain 65,535 kredits, first start a one player game. Let the computer defeat you through all five original kredits. Just after losing the second fight of the fifth match, push START on controller two. This will take you to the play mode screen. Let Shao Kahn laugh three times at this screen and you will automatically be entered into the first option, Mortal Kombat. If you die during a match in any subsequent match, you will notice that you have 65,535 kredits when the continue screen comes up.

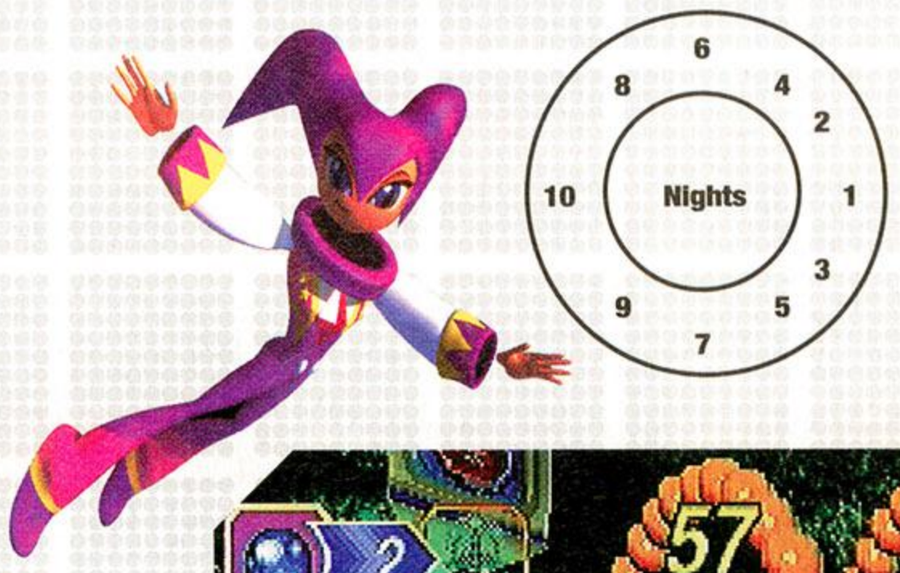


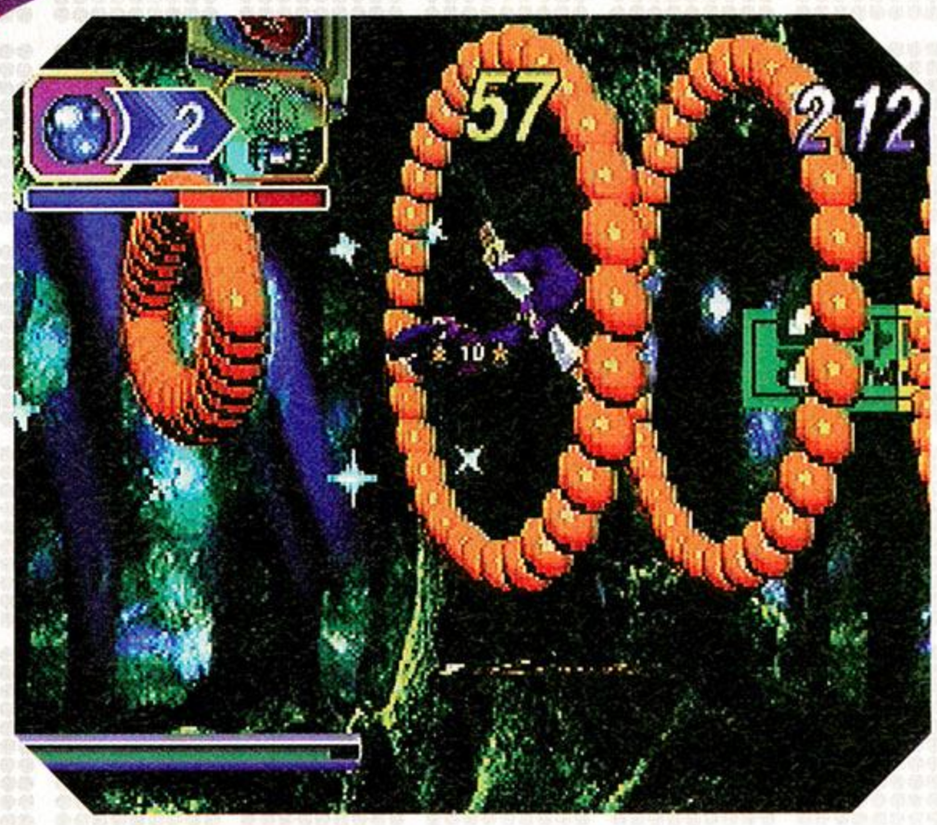
NIGHTS

SEGA ● SATURN

Acrobatics

1 Here's a list of Nights' acrobatic techniques. (Note: The numbers below indicate the direction in which Nights is facing.)





'Move' is the move to be performed, 'Direction' is the direction as indicated above, and 'Button' is the trigger to be pressed.

Move	Direction	Button
Twister	1	R
Parasol	2	R
Roulette R	3	R
Arrow	4	R
Screw	5	R
Tornado	6	R
V-Fall	7	R
Ax R	8	R
Typhoon	9	R
Wind	10	R
Mixer	1	L
Dance	2	L
Roulette L	3	L
L-Wing	4	L
Basket	5	L
Ballet	6	L
T-Fall	7	L
Ax L	8	L
Drill	9	L
Space	10	L
Swing	1	R+L
Moon	2	R+L
Cross	3	R+L
Rock'n Roll	4	R+L
Triangle	5	R+L
Boomerang	6	R+L
Spin	7	R+L
Sling	8	R+L
Sonic	9	R+L
Scorpion	10	R+L

CRASH BANDICOOT

SONY CE ● PLAYSTATION

Super Password

To instantly possess all of the gems and keys in the game, enter the following code at the game's password screen.

Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle,Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle,Triangle, Circle, Square, Triangle, X, X, X, X



TRIPLE PLAY '97

ELECTRONIC ARTS ● PLAYSTATION

Monster Homers

To hit monster home runs during a game or while in Home Run Derby, press and hold all 4 shift keys (L1+L2+R1+R2) and enter the code below quickly. A chime will sound if the code has been entered correctly. If the batter makes contact with the ball, it will then be a monstrous home run. (Note: This code must be re-entered for each new batter.)

Up, Up, Triangle, Triangle, Up, Up, X, X



TOKYO HIGHWAY BATTLE

JALECO ● PLAYSTATION

Free Upgrades

Hold down L1+L2+R1+Down+START at the title screen until the Venue Screen appears. Enter the Speed Shop and every upgrade will be at your disposal.



NCAA GAMEBREAKERS

SONY INTERACTIVE ● PLAYSTATION

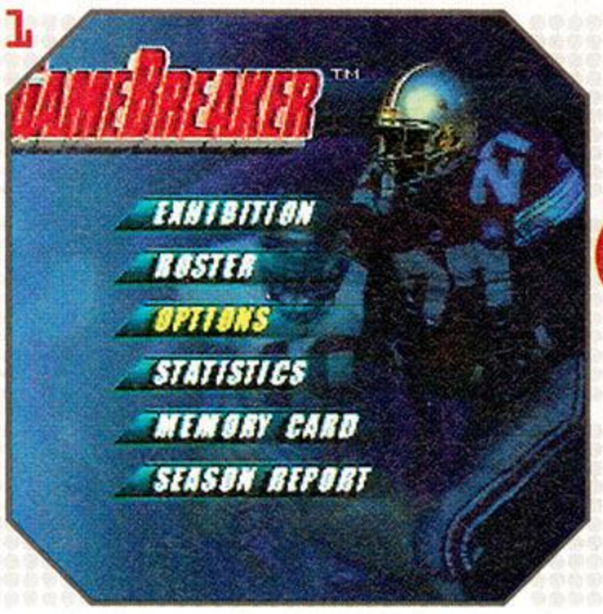
Secret Passwords

1 To access the secret password screen, highlight Option on the main menu screen and press L1, R1, L2, R2.

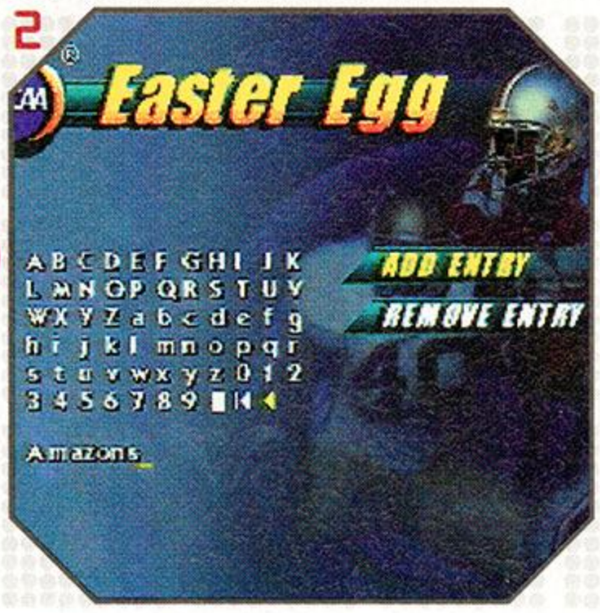
2 When the Easter Egg screen comes up, enter the following passwords to enable special cheats. (Note: Passwords must utilize upper and lowercase letters.)

Big GB. . . . . Giant Quarterback
OSU All Stars . Ohio State Greats
Amazons . . . . Giant Cheerleader

1



2

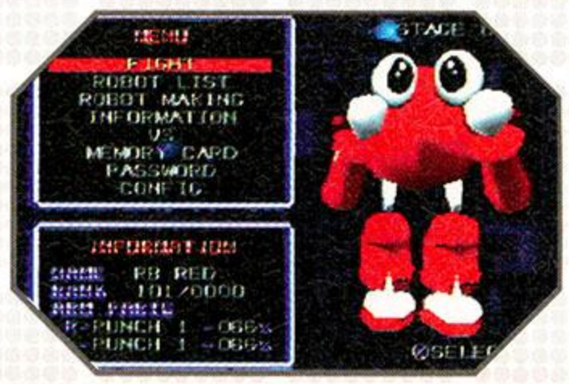


ROBOPIT

THQ • PLAYSTATION

Arena Select

To access the arena select mode, hold down L1+L2+R1+R2 and then hit SELECT at the Main Menu Screen. In the upper right hand corner 'Stage 00' will appear. Press Right or Left to cycle through the numbers. Double digit numbers stand for different battle arenas and single digits indicate the time of day.



TOBAL NO. 1

SONY CE • PLAYSTATION

Robocide

To make HOM the robot warrior commit suicide, simply press Down+R1+L1 during a match. (He will reach behind himself for the power button and turn it off, thereby losing the match.)



TRIPLE PLAY '97

ELECTRONIC ARTS • PC

Secrets and Cheats

At the Stadium set-up screen, enter the following key combinations on the keyboard to access two secret stadiums.

Cornfield . . . . . Up, Down, Right, Up, Down, Left, Up

Mystery Stadium . . . . Right, Left, Up, Left, Down, Right, Left

Hold down the indicated key combinations on the keyboard to enable the following cheats.

1+2. . . . . Long Fly Ball
1+3. . . . . Line Drive
1+4. . . . . Grounder
1+5. . . . . Pop Up
1+6. . . . . Bunt (even during full swing)
1+7. . . . . Full Power Hit (even during bunt)
1+2+7 . . . . . Sure Home Run
1+6+7 . . . . . Monster Bunt

NBA JAM EXTREME

ACCLAIM • ARCADE • PLAYSTATION • SATURN

Special Team Codes

1-2 Enter the following initials and birth dates at the Record Keeping Screens prior to playing the game.

All Star East
(Team 1) - LMH 6/28
1. Vin Baker
2. Terrell Brandon
3. Patrick Ewing
4. Penny Hardaway
5. Grant Hill
6. Juwan Howard

All Star East
(Team 2) - EST 3/14
1. Reggie Miller
2. Alonzo Mourning
3. Scottie Pippen
4. Glen Rice
5. Juwan Howard
6. Patrick Ewing

All Star West
(Team 1) - WST 7/12
1. Clyde Drexler
2. Sean Elliot
3. Shawn Kemp
4. Jason Kidd
5. Karl Malone
6. John Stockton

All Star West
(Team 2) - RMC 4/21
1. Dikembe Mutombo
2. Hakeem Olajuwon
3. Gary Payton
4. Mitch Richmond
5. David Robinson
6. John Stockton

Happy Team
1. Pirate Bill SAL 2/2
2. Mr. Happy MJT 3/22
3. Dufus the Clown GRR 6/19
4. Three Feet Under TOD 4/17
5. Mr. Unhappy GEM 11/3
6. Ooohh JLH 1/26

GAME SHARK CODES

Note: You must have a Game Shark to use these codes.

Saturn Codes

Alien Trilogy

MASTER CODE	F6000914 C305
	B6002800 0000
Auto-Mapper	1606CE26 0084
Shotgun Shells	1606CE32 0028
Shotgun	1605AAFE 003G
Infinite Batteries	1606CE42 0001
Infinite Charges	1606CE40 0002
Acid Vest	1606CE2A 0064
Pulse Rifle	1605AB02 0001
Pulse Rifle Ammo	1606CE34 0040
Infinite Grenades	1606CE38 0005

Virtua Fighter Kids

MASTER CODE	F6000914 C305
	B6002800 0000
Infinite Health - Player One	16045974 00A0
Infinite Health - Player Two	16046A74 00A0

World Series Baseball 2

MASTER CODE	F6000914 C305
	B6002800 0000
Home Team Wins	160F419A 0032
Away Team Wins	160F41BA 0032

PlayStation Codes

Tekken 2

Infinite Health	
Player One	800A3666 006E
	800D09EA 006E
Infinite Health	
Player Two	800A3676 006E
	800D1BF2 006E

NFL Quarterback Club '97

Home Team	
Scores Zero	800D14C6 0000
Away Team	
Scores Zero	800D3ACA 0000

Bogey Dead 6

Infinite Credits	801C29C2 0005
Infinite	
Sidewinder MIssiles	800BC684 0064
Infinite	
Maverick Missiles	800BC68A 0064
Infinite Fuel	80081712 2F61



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FIGHTING VIPERS

SEGA • SATURN

Praised incessantly for its masterpiece, *Virtua Fighter 2*, AM2's second 3D fighting series has too often been dismissed as a second-rate *Virtua Fighter* without the depth. Absolutely incorrect. Though the game is based on the *VF2* engine, there are some significant differences in the way the game should be played, stemming from some major innovations since *VF2*.

Probably the most important aspect to consider when trying to master *Fighting Vipers* is learning to capitalize on the walls, which enclose each of the arenas. While some characters can utilize this feature better than others, every character can take advantage of this innovation to some degree. Other new innovations include armor breaking, recovery moves and special throw moves. By mastering these features, *Fighting Vipers* not only further distinguishes itself from other Sega fighting games, but becomes a more rewarding experience all around.

Select Your Viper



Caged Matches

How to use the 3D boundaries to your advantage

Probably the most unique feature of *Fighting Vipers* is the use of caged rings. In taking into account the damage a player would incur when slammed into a wall, *Fighting Vipers* gives the skilled player a chance to make short work of an opponent by using the wall in a number of different ways.

The most obvious use of the walls comes from the pre-established throw moves. Each character (except Jane) has at least one move where he/she can send an opponent hurtling into a wall. Typically, this move is done by pressing Punch and Guard simultaneously. What's important to remember about these kinds of throws is that once an opponent has been thrown into a wall, they will most often end up flat on their back at the base of said wall. This creates a further opportunity to move in and try to catch your opponent between you and the wall. The best way to do this is to follow them immediately after the initial throw. This keeps them from having enough time to get up and make any sort of counterattack as you're approaching. Once you've reached your opponent, try to catch them as they are getting up with an initial move that will get them off their feet. Catching someone in the air and against the wall is one of the most effective attacks in the game.



1 Tokio's shoulder throw is a great move to send an opponent speeding towards the wall. 2 Once your opponent has been sent in the right direction, try chasing after him. 3 Then, as he is getting up, try catching him with some kind of move that will get him off the ground. 4 Once off the ground, a quick punch/kick combo will prove to be extremely effective.

Springing Off The Wall

Throwing an opponent into the wall, or catching them in the air against the wall, however, are not the only ways to use this unique feature of the game. Another great way to use the ring boundaries is by springing off of them to gain extra height and distance. Similar to Chun Li's ability to bounce off the left and right boundaries in the *Street Fighter* series, *Fighting Vipers* characters can surprise an opponent with an extra long or high jump if they are close enough to the wall. It's important to note, however, that if you are too close, you will not be able to get the right angle for springing off the wall. This being the case, you will not want to stand with your back against the wall. One of the best ways to use the wall for extra jumping distance is to hop over a charging attacker. Since each character has a special 'from behind' throw, the ability to jump behind someone is a plus.



1 Springing off the wall is done by jumping at the wall from an angle, then pushing Up again as you make contact. 2 By using the wall for extra distance, Grace can leap over Bahn's rushing attack. 3 Once behind, she can take advantage of the situation in a number of ways, such as this crushing throw. 4 By springing off the wall, you may also be able to gain the extra height needed to time the perfect air attack.

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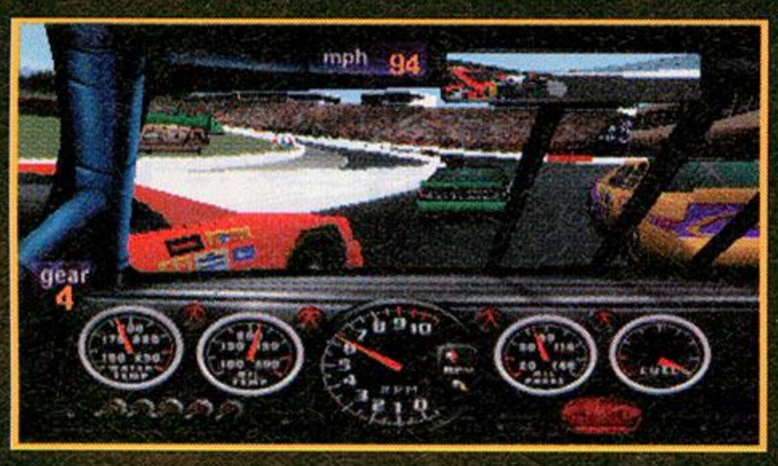
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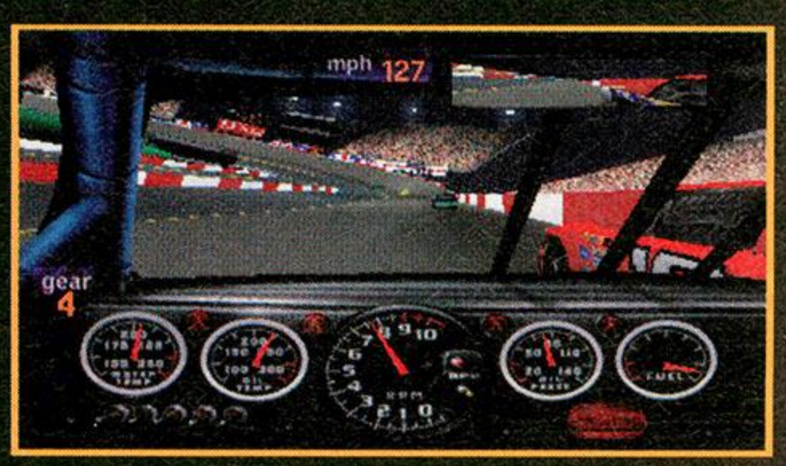
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Climbing The Wall

A final way to use the wall to your advantage only applies to a few characters, namely Candy, Jane, Picky and Mahler. These four characters all have the ability to climb the wall and then jump from the top to finish with a crushing stomp or kick move. To do this, simply jump backwards towards the wall as if you were going to spring off, but before you make contact, push Up and Punch simultaneously. Your character will not stay on top of the wall, so it's important to know what you want to do before you get up there.

You will have some control over the jumping distance and the attack. If you do nothing, you will default to a powerful, but difficult to land, stomp attack. It is much easier, however, to actually hit an opponent with a forward or reverse kick. The danger in using this tactic is that it's easy to see coming and, once an opponent knows what you're doing, it's easy to block. If you can manage to perfect the reverse kick after jumping over their head, you'll have a pretty deadly attack.



1 Only a handful of characters can actually climb the wall, such as Candy. To do so, jump back towards the wall as if you were going to spring-off. 2 Before you make contact, however, push up and punch simultaneously. 3 Once you reach the top, you will only have an instant to decide what you want to do. 4 The reversal kick is probably the most difficult attack to defend from the top of the wall.

Dodging 3D Moves

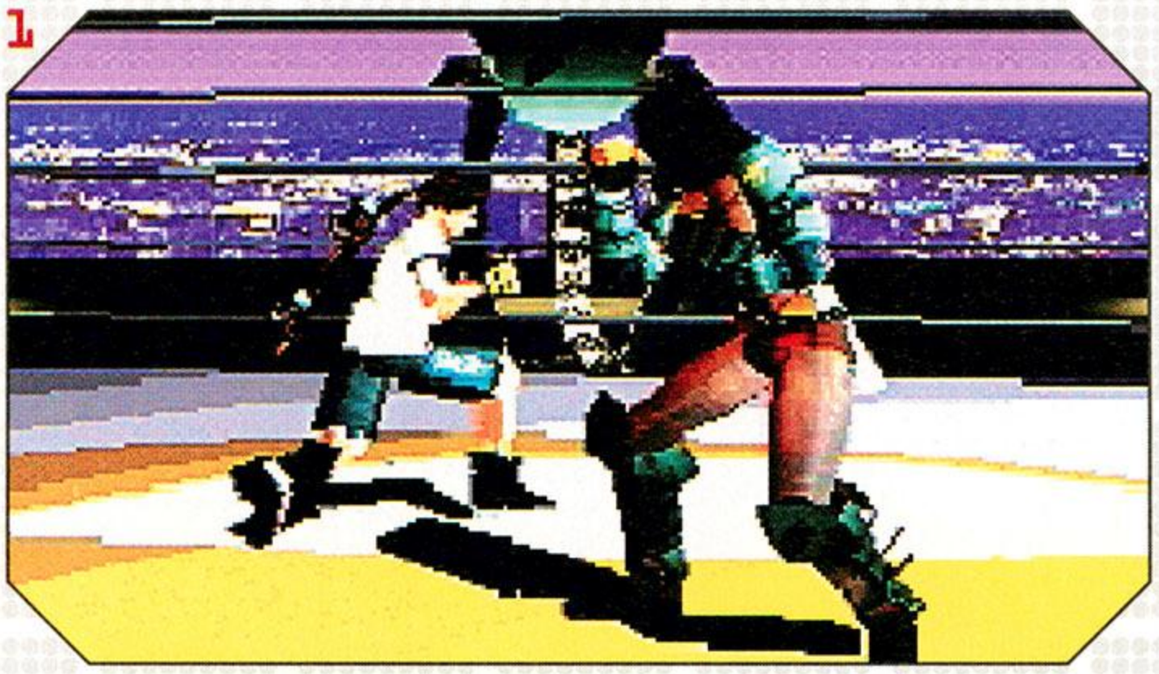
Effective uses for the lightning-fast 3D movement

Unlike *Virtua Fighter 2*, where only two characters could actually move in 3D on command, every character in *Fighting Vipers* has at their disposal a very fast sidestep move. To move in either direction simply press all three buttons and either back or forward simultaneously. The ability to move in this manner is extremely important on both offense and defense, considering the fact that getting caught against the wall is one of the worst things that can happen.

Probably the most effective use of the sidestep move is in avoiding some kind of punch or kick combo. If an opponent is consistently resorting to a particular combo, try predicting when they are about to begin the attack, then quickly sidestep the attack, leaving them punching or kicking nothing but air. This gives you the opportunity to attack from an unprotected and particularly vulnerable side.

On defense, use this move to escape being trapped against the wall or even worse, in a corner. The only trick is that you'll have to manage getting to your feet to be able to get away. If you are caught in the air, against the wall, this move will do you no good. Also concerning the walls, on offense you can use the sidestep move or maybe a quick double sidestep to position an opponent in between you and the wall. Once they are in this position, your offensive options are many.

Keep in mind it is also possible to dodge an opponent's attack by simply ducking under a high attack or even jumping over a low attack. This is the more traditional method of dodging and should not be forgotten about just because of the new 3D options.



1 In the 'Hyper' mode, using the fast 3D sidestep is as easy as pressing all three buttons and either forward or back simultaneously.



2 By predicting a lengthy punch or kick combo such as Jane's punishing punch combo, a quick step to the side avoids the attack. 3 Once you have successfully avoided the attack, you can then initiate your own attack on an opponent's unprotected side or back. 4 Always remembering the all-important wall, the 3D sidestep move can also help to avoid being caught in a trouble spot.



5-7 On the offensive end, using two quick sidesteps can often give you the opportunity to catch an opponent in a tough spot.

Throws

How to maximize your throw move damage

In *Fighting Vipers,* there are two different classes of throw moves — wall throws and traditional 'body slam' moves. The former are the kind used when sending an opponent dashing uncontrollably towards a wall. These are great for setting up an even more devastating attack against the wall (see 'Caged Matches'). It's important to note, however, that the more traditional throw moves can be used in unique ways, including in conjunction with the walls. Beyond the general rules of using throws on opponents who like to wait and guard, as guarding can't deflect a throw move, throw moves in *Fighting Vipers* can also be used when an opponent is caught near a wall. After bouncing off a wall, an opponent is temporarily stunned, giving you a great opportunity to use one of the special 'wall smash' throws. Working from the same commands as the other throws (typically Guard + Punch), these special throws only occur when an opponent is close to the wall. Also keep in mind, however, when a throw attempt is missed, you will be leaving your self open to attack with a slow recovery.

One of the one of the ways to maximize your throw move potential is to utilize the wall. One final technique to consider in *Fighting Vipers* are the 'air throw' moves. Advanced players can use these attacks to finish-off a combo or to thwart an opponent who uses air attacks on a regular basis. To do an air throw, jump towards an opponent in the air and as you make contact, push back and all three buttons simultaneously. If done right, you will grab your opponent in the air and slam them to the ground. This is a great way to surprise an opponent.











1 Throwing an opponent into a wall is an easy and effective way to use the throw move to your advantage.

2 More traditional throws, such as Candy's flip move, can be made even more effective by using the wall as an added obstacle for your opponent.

3 There are also several moves, such as Candy's ground punch, which can be multiplied by repeating the key commands (Down + Punch, Punch, Punch, Punch).

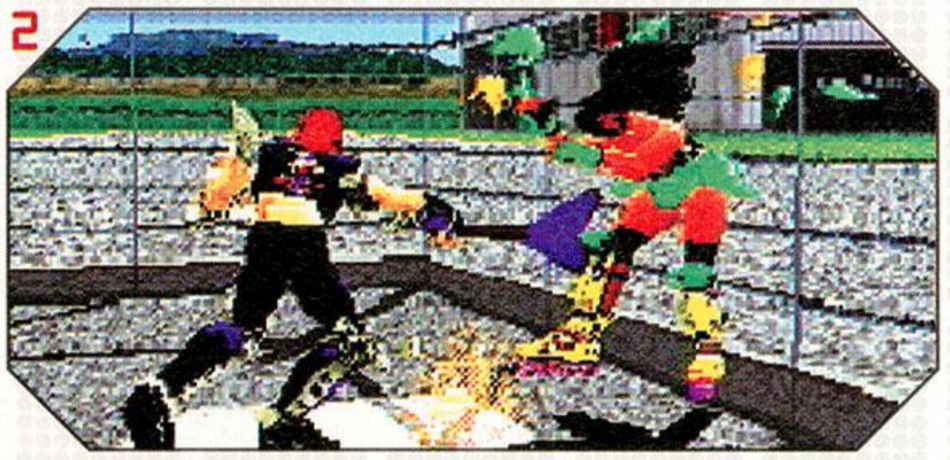
4,5 The air throw is an impressive and damaging way to end a combo.

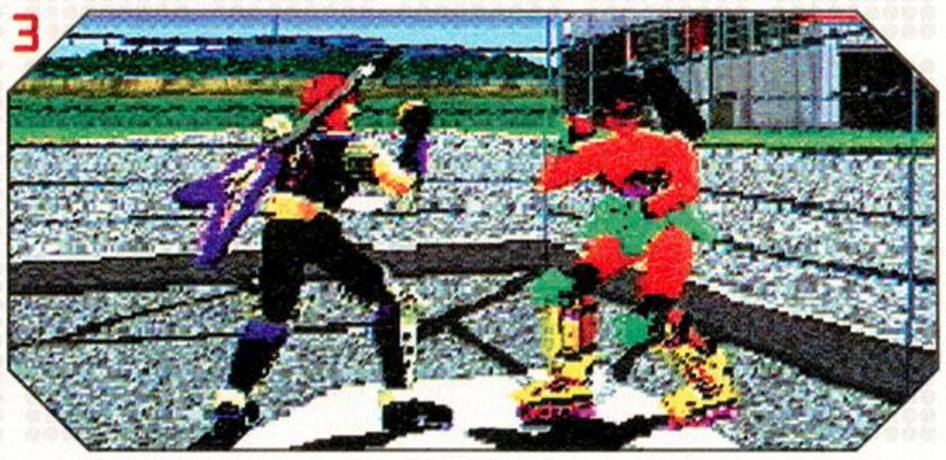
Armor Breakers

Integral to long-term success in *Fighting Vipers* is your ability to break the armor of your opponents. Using special 'Armor Breaking' power-up moves, you can leave your opponent in a tight spot without any of the protective armor needed to ward off your attacks. Keep in mind that 'Armor Breaking' moves are not the only way to weaken an opponent's armor. In fact, even blocked hits will weaken armor. Though it's difficult to perceive the science of this process, a simple way to track your progress is by monitoring the 'Armor Status' figures in the upper corners of the screen next to the life meters. By watching these figures you will be able to follow what damage you are doing to either the upper or lower armor of your opponent. When the figure shows solid green, you're armor is still in good shape. When it changes to a flashing green, your armor is ripe for the picking. Once your armor is missing, the meter will show red.

When you see that an opponent's armor is flashing green, you will want to use your 'Armor Breaking' power-up moves. If you are successful in breaking an opponents armor, there will be a quick triple-take replay of the instant you opponent loses his/her armor and they will then be left extremely vulnerable to your attacks. This is an especially useful accomplishment if you can manage to do it in the first round, as you do not get your armor back for following rounds. The only actual advantage to having your armor knocked off is a small increase in speed and power.







1 By keeping an eye on the armor status meter, you know when the time is right to use armor breaking moves, such as Raxel's Guitar Slap.

2 You'll know when you've managed to break away your opponent's armor by the triple-take replay.

3 Your opponent's armor will not return for subsequent rounds, so the earlier it is broken, the better.

Throwing Off Your Own Armor

A final technique to consider is the ability to throw off your own armor. At any point in the match, you can break away your own armor by pressing Back + Punch + Kick. The advantage of doing this is that you will then be elevated to a hyper-speed mode for the remainder of that round. Keep in mind that, by doing this, you will lose all your protective armor and your hyper-speed will only last for the remainder of that particular round, not the entire match. This technique is not right for every situation, but used conservatively, it can be an extremely useful 'desperation' attack.

1 Throwing off your own armor by pressing Back, Punch and Kick simultaneously will give you a short-lived burst of speed.

2 Unfortunately, you will be without any protective armor.





Flipout Recovery Moves

An effective way to avoid serious damage and set up various attacks

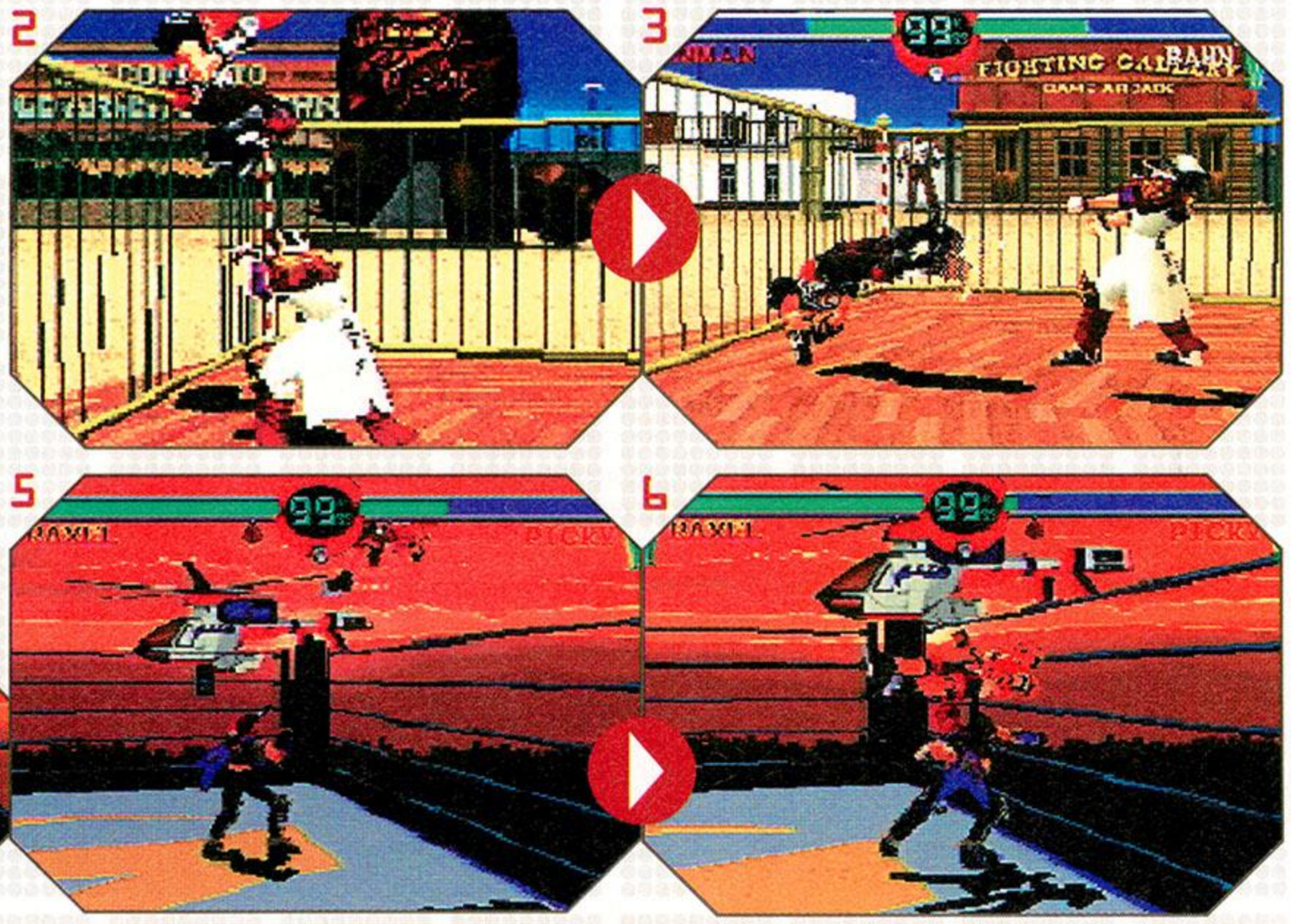
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1 With enough distance between you and your opponent, the 'Flipout' recovery move is a pretty safe bet.

2,3 Following a 'Flipout' with a powerful drop kick is a good way to catch an opponent off-guard.

4-6 Relying on the 'Flipout' near the wall can prove to be very dangerous.



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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CA$H! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM ....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

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EVERYTHING ELSE TAKES A BACKSEAT.





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K-A
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ULTRA GP GAMESHOP

See anything you like? Don't worry, it's on us!

*Welcome, gamer! You have just entered the **ULTRA GP** GameShop. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in on the action!*

HOW TO ENTER...

It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions,** ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a post card, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-breaker question,** which will be used in the event of a tie.

Send the post card to:

ULTRA GP GameShop / November
150 North Hill Drive
Brisbane, CA 94005.

All entries must be received by November 10, 1996. Winners will be notified by mail. Now get to it!

1 King's Field
(3 points/1 winner)

- King's Field Strategy Guides



If you haven't yet played any of the *King's Field* games, you're missing out on some pretty good RPG/action gaming, and now we can help you uncover every last secret of *KF II, (KF III* in Japan).

2 Mystery Games
(2 points/5 winners)



- PlayStation Game
- Saturn Game

When we're sitting around the office trying to think up what it is our readers want the most for prizes, we manage to come up with some pretty wild ideas (most of which are barely legal in the States), but in the end, the one prize we know you all want is games. So, here they are. Whether for your PlayStation or the Saturn, we've got them and we're giving them away.

TIE-BREAKER

? With a slew of new Sonic games releasing for the holidays, it looks as if Sega's premier hedgehog is back on top, which suits everyone just fine — except for Tails. Deep down in the shadowy places he doesn't talk about at parties, Tails despises Sonic and his pretentious grandstanding. Tails wants to kill Sonic. But he needs your help! Help Tails to come up with a plan.

OCTOBER CONTEST QUESTIONS

1. ***Virtua Fighter 3*'s Taka Arashi wasn't the first sumo wrestler to star in a fighting game. Who was the first, and what game was he in? (C'mon, this is an easy one!)**
2. **In *Super Mario 64*, what does Mario say while he's dreaming?**
3. **Believe it or not, one of the *Super Mario* games wasn't really a *Mario* game at all — the characters were just plugged into a totally unrelated Japanese game. Can you guess which *Mario* was the imposter?**
4. **Which of the following games did NOT launch with the Genesis? [A] *Altered Beast* [B] *Last Battle* [C] *Shinobi* [D] *Tommy Lasorda Baseball***
5. **What was the official US launch date of the Sony PlayStation? (You haven't forgotten already, have you?)**
6. **In *Virtua Fighter 2*, which character says 'I don't make it a habit to beat up on the elderly'?**
7. **Which ex-49er used to have his own Genesis football series?**
8. **If *Virtua Fighter 3* were a pie, what kind of pie would it be? [A] Apple Pie [B] Cherry Pie [C] Blueberry Pie [D] One big pie with about 1,000,000 polygons baked under its delicious crust.**
9. **In the original *Daytona USA*, which track gave you the 'Rolling Start'?**
10. **All of these 8-bit NES peripheral stank, but which one gave you the best chance to sprain your ankle? [A] The U-Force [B] The Rock-N-Roller [C] The Zapper [D] R.O.B.**
11. **In *Quake*, what is the proper name for the 'Super Nail Gun'?**
12. **In the original *Legend of Zelda*, where can Link find the Master Sword?**
13. **Name the development team behind *Crash Bandicoot.***

PRIZE PACKAGES

3 Japanese Game Books
(3 points/1 winner)

- Japanese *Nights*, *Tekken 2* and *Space Griffon* books

Some of the best strategy books coming out of Japan are right here in GameShop. Complete with top quality artwork and all the best hints and tips (in Japanese) for some of the coolest games out this year. Learn how the Japanese gamers do it and then try out your new skills on all your American gamer friends. Remember, these are books you can't get in the US, so don't think you'll be seeing them in your local bookstore anytime soon.



4 Bomberman
(2 points/5 winners)

- Bomberman Key-Chain

These are exactly the cool kind of trinkets we like to find for our readers. These awesome *Bomberman* Key-chains will make you the envy of everyone you know. If you're a fan of the *Bomberman* series, (and if you're not, it's doubtful you're even reading this magazine) then this is the prize you want. Even if you're not a huge fan of the game, these babies come packed with candy. That's right, candy. Everyone loves candy. Did I mention they have candy in them? Mmmmm, good candy. (Diabetics should not request this prize, OK?)

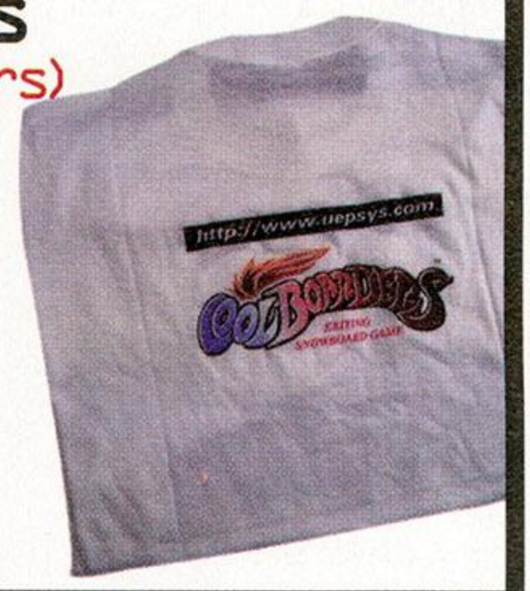


5 Cool Boarders
(2 points/3 winners)

- Cool Boarders Game T-Shirt



Soon to be one of the hottest games on the PlayStation, this *Cool Boarders* T-Shirt captures the spirit of the game and tells your friends that you know what's going on.



6 Tiger Hand-Helds
(5 points/6 winners)

- Tiger hand-held arcade game



All your favorite arcade and 32-bit titles done in cutting edge LCD technology. This ain't your daddy's LCD line-up of games —no way! Whether your game is *Virtua Cop* or *Area 51*, these are the some of the hottest titles on the market done in fabulous LCD. None of those pesky 'extra' colors getting in your way here — no way. This is LCD, baby!

7 Game Boy Pocket
(6 points/1 winner)

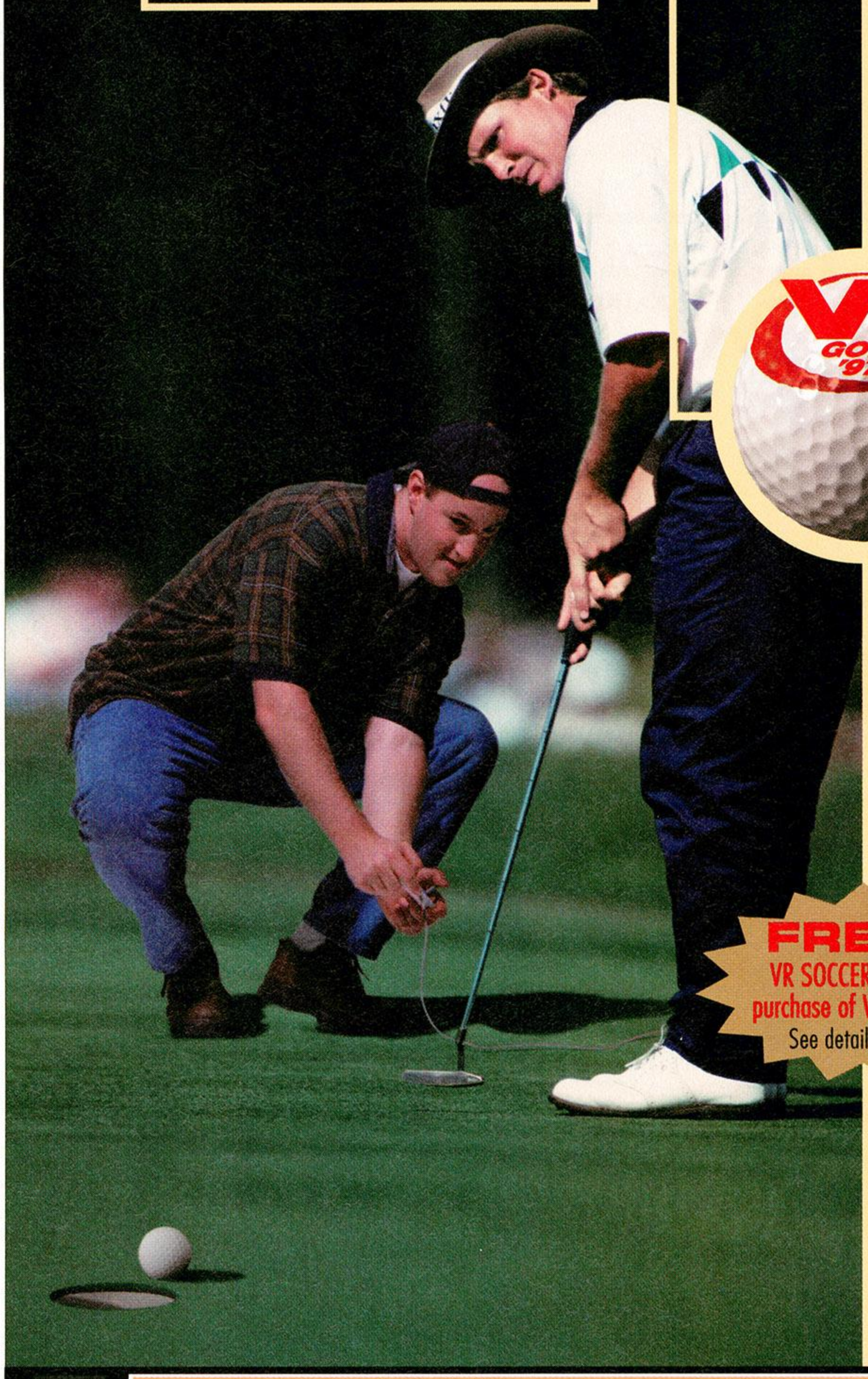
- Game Boy Pocket from Nintendo



It's the coolest thing to hit portable gaming since last year's color Game Boys. This smaller, sleeker and, let's face it, fancier line of Game Boys not only fits in your pocket better, it also has a better quality screen.

VR GOLF TIP 5

HIT THE PRACTICE GREEN TO AVOID ADDITIONAL STROKES. ESPECIALLY THOSE OF THE LIFE-THREATENING VARIETY.



INTRODUCING VR GOLF '97

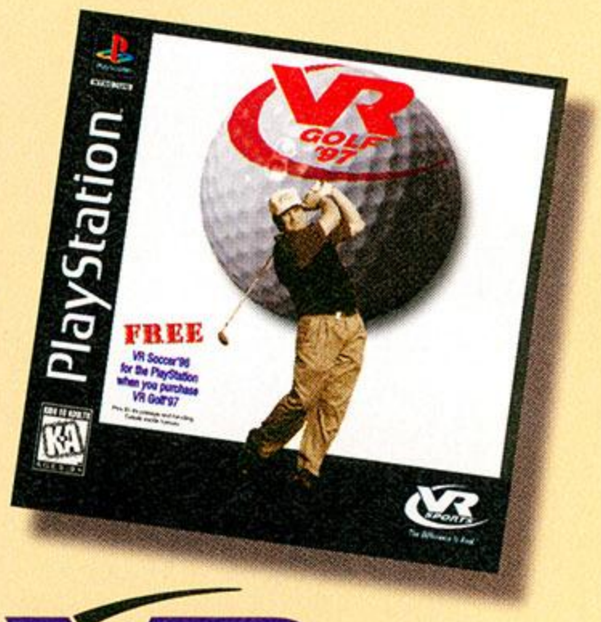
Tee up VR Golf™ '97 and get a FREE copy of VR Soccer™ '96 for the Sony™ PlayStation™ by mail!



Special VR Golf camera angles allow you to follow the ball in flight without those annoying little maps.

It's just a game like the Green Jacket is just a sports coat. Say hello to the next generation of golf. In fact, Video Games magazine says it's "The best golf game ever... a must." From birdies to duffs to 300 yard drives, you'll see, hear and experience what makes VR Golf '97 not only look better, but play better. So don't get caught in a trap, act now and get VR Soccer '96 for free. VR Golf '97. Now this is a game you can get into.

FREE!*
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See details below.



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PlayStation

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VIRTUA FIGHTER 3 - ARCADE MACHINE



8 Virtua Fighter 3 Coin-Op

(10 points/1 winner)

This is as good as it gets! With *Virtua Fighter 3* in your house, you'll not only be the envy of all your friends, you'll be the envy of every arcade in town. With the most incredible graphics and gameplay ever, there is nothing that we can say about *Virtua Fighter 3* that would truly do the game justice. Master all 13 characters, from old favorites like Akira, Wolf and Jacky, to new characters like Aoi. With this machine in your house, you can become a world-class *VF3* player before most people even know the game is out. OK, we've left the best benefit until last. This game is, plain and simple, a license to print money. Every gamer in the free world is waiting to play this game and it could be right there in your house. Cha-Ching, Cha-Ching! We may never give away another prize as good as this, so hurry-up and enter before someone else wins!

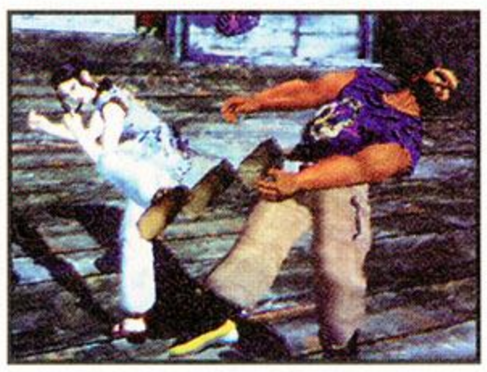


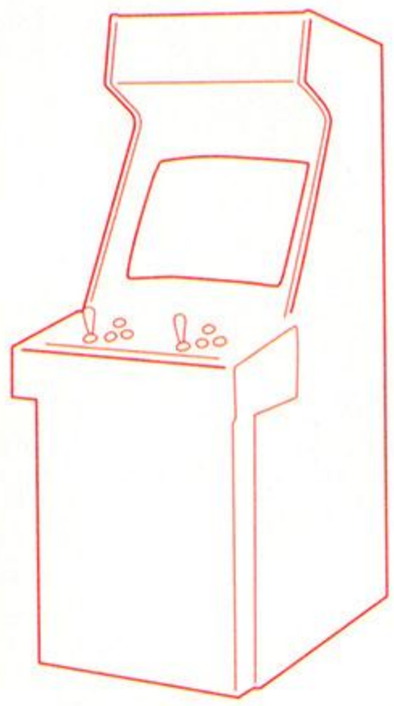












Just think of all the cash you could fleece from your friends with the intense fighting action of *Virtua Fighter 3* in your very own home. Yeah, this game is great — these pictures prove that — but cash is cool, too!

ARCADE MACHINE

NETWORK

PLUG IN



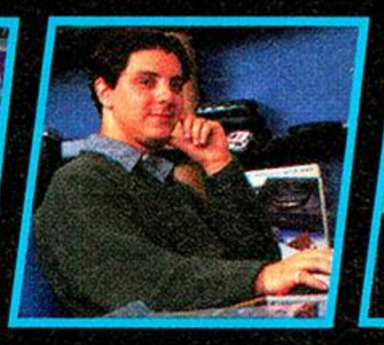
CHRIS



MIKE



BILL



PATRICK



ROGER

WELCOME TO NETWORK

Boot up, dial in and log on — it's time to load up this month's Network! This is the place where you can hook up with *ULTRA Game Players* writers, industry experts and players worldwide and talk shop.

We're 100% about videogames, but we believe in fun, too, so you'll be seeing more of your 'interesting' letters in here again! If you have any compliments, criticisms or complaints, we want to hear about it. Just drop us a line at the address below. *Now let's talk games!*

ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

Happy camper

Congratulations! You've just got yourself a new subscriber. I've been reading your magazine off the newsstands for a while and, after noticing your great Atari Jaguar coverage, I decided you guys are the best. Your Sega Saturn coverage is great too, and your reviews, fair. I've got a subscription to Next Generation magazine that runs until November '96 and they've been trying to get me to resubscribe, but it doesn't matter. Please keep up the great work as your magazine goes through the name change.
Christian Magat
Survey, B.C., Canada

<<<MIKE>>> *It's always nice to hear about a new reader, but I am a bit concerned about your reasoning. Atari Jaguar? Hello! The last thing we wrote on the Jaguar was six months ago, and the story was about them going out of business. Hopefully you'll still find plenty of great PlayStation, Saturn, PC, and N64 to quench your thirst for games. But if I were you, I'd subscribe to both Next Generation and **ULTRA GP** for the complete video game package.*



Well, Bruno, you'll be pleased to know that Sega is porting *Shining Force...*



...over to the Saturn. This newest version is called *Shining: The Holy Ark!*

Not a happy camper

I just got the first issue of the 'new' ***ULTRA Game Players***, and I am really disappointed. You guys used to be different. Now, ***Game Players*** is just like every other game magazine. The reason I chose ***Game Players*** over Next Generation and any other mag was not because you had better reviews or games coverage, but because of your sense of humor (my favorite section was Reader's Network), and because of all the other hilarious stuff in there that I guess you guys now call the 'fluff that was taking up space'. Well, that 'fluff' was the reason you had such a loyal following! It probably doesn't matter what I say, because I know you'll get an even larger number of fans with your new mag, but you've just lost one of your most devoted readers.
Ashley Harter
Apple Creek, OH

<<<BILL>>> *Say it ain't so, Ashley! C'mon, we're putting the humor back in Reader's Network. Really! We're just trying to be a bit more game oriented. We've still got Jaded Gamer and the back page of our Subscriber's Newsletter will be just as crazy as it always was. After all, I'm pretty sure I still know where my towel is...*

Canadian questions

I've just read the last issue of ***Game Players*** and I will soon enjoy reading ***ULTRA Game Players***. You have the coolest mag on Earth. I own a Saturn and I'm thinking about buying a PlayStation. I've got some questions:
1. In issue #88, you have said that Square Soft was working on two Saturn-exclusive titles. Do you have any idea of what these titles are and when they will be released?
2. Is Sega going to make a Saturn version of their best RPG ever, *Shining Force?*
3. Are Psygnosis titles *Destruction Derby 2*, *Wipeout XL* and *Formula 1: World Championship* being released for the Saturn?



The ULTRA GP team — Too cheap for chairs...

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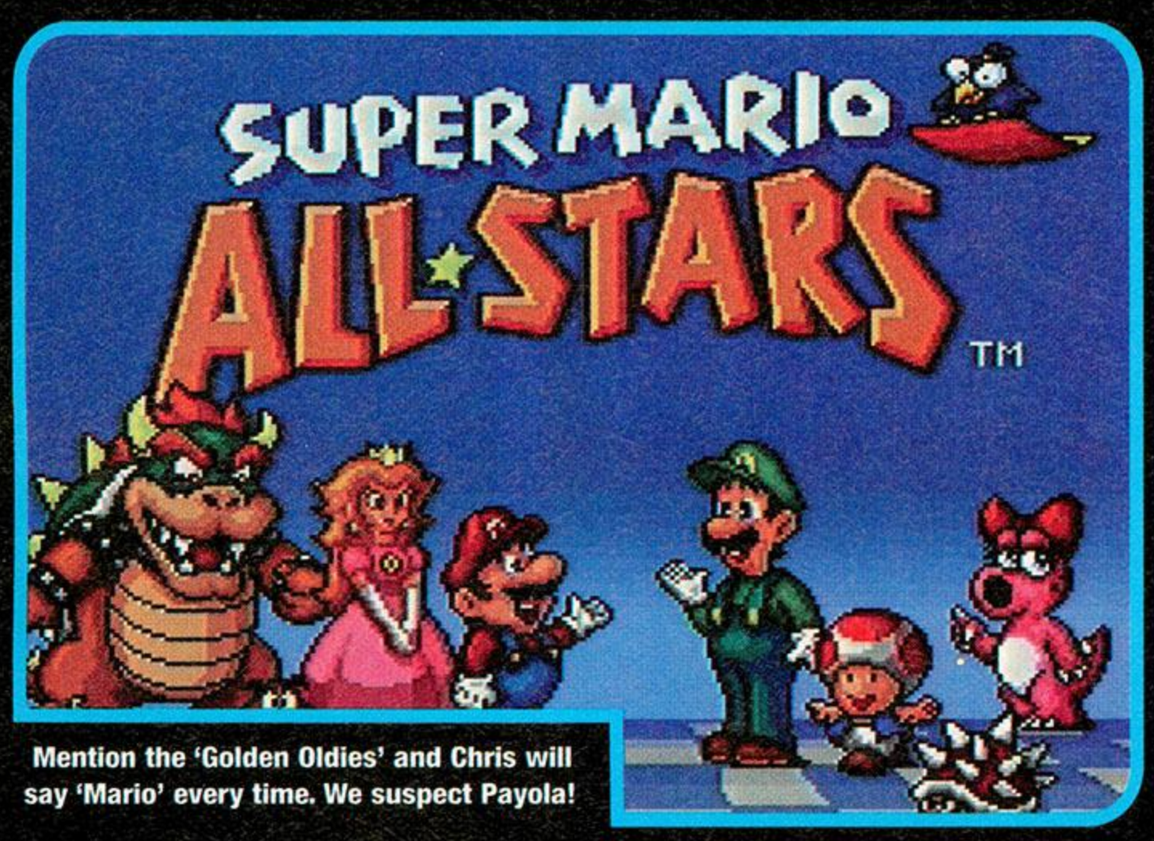
Merci pour avoir répondu à ces questions!
Bruno Fiset
Lava, Quebec, Canada

<<<CHRIS>>> *Answer time!*
1. *There is some speculation, but nothing official has been announced yet.*
2. *Yep! It's called* Shining the Holy Ark, *and the Japanese gamers are getting a look at it right now. No official word on a U.S. release yet, but Sega brought out all the other* Shining *games, right?*
3. *Again, no 'official' word, but Psygnosis insiders have told us that 'everything' they do will come out for Saturn eventually.*

Golden oldies

Lately I've seen a lot of arcade classics being brought back. Well, I sure wish that the Super NES would bring back some of Nintendo's classics. I know that they've remade some of the classics with *Super Metroid* and *Super Punch Out*, but I think it would be nice if they could bring back some of their games in their original 8-bit format to the Super NES. For example, you can make a *Final Fantasy/Crystalis* package or a *Zelda I/Zelda II* package. I'm sure that they would sell quickly. Other gams like *Castlevania, Ghost and Goblins, Megaman 1-?, Double Dribble, Pro-Wrestling, Double Dragon I, II, III, Mike Tyson's Punch Out*, etc., would make for some really great packages. It's really hard to find Nintendo games where I'm at and I really miss playing them. So please run this idea by Nintendo if you can. Thank you very much.
Moises Martinez
Valley, Alabama

<<<CHRIS>>> *I agree, that's a great idea! One 're-made' classic that you didn't mention was* Super Mario All-Stars *— you might want to check that one out. Also, in Japan there are other Super NES versions of classic NES games, like the 8-bit* Ninja Gaiden *and* Dragon Quest *games. Try looking for some of those.*



Mention the 'Golden Oldies' and Chris will say 'Mario' every time. We suspect Payola!

Help is... good

I like what you've done with your magazine. The improvements are really good, but I have a question for Bill. Bill, are you still the same nut you always were? You don't seem as crazy as you used to be. Did you get help? If you did, explain why. Plus, Bill do you like working for ***ULTRA Game Players?***
Tim Petrovich
Grand Rapids, MI

<<<BILL>>> *Gosh, Tim, I'm really glad that you like the changes!* ***ULTRA Game Players*** *is probably the best place on Earth to work! True, I was a 'little' sick for a while, but I'm much better now! Uh... OK, I said the part about getting better. Now will you turn off* The Brady Bunch *and let me outa this straight jacket? Guys? Hey, you guys!!!*

Mystery man

I noticed on the back of the *Tekken* box there is a picture of Jack fighting a man in a yellow suit whose name is Dragon. Do you know how to get him or at least fight against him?





1 This is the old Bill. Notice the defiant glare and the custom overcoat. 2 The new Bill is kinder, gentler and he's got A GRENADE! RUN FOR COVER!

Joseph Luongo
Poughkeepsie, NY

<<<CHRIS>>> *I can't really say... Maybe he's just an earlier version of Law? If there was an extra hidden character, you'd think someone would've found him by now...*
<<<BILL>>> *Correct me if I'm wrong, but doesn't fighting someone usually involve punching or kicking them? Now, there's a clue!*

Ask The Industry

I'd like to know just who in the hell Sony thinks they are by refusing games that look too two dimensional. This not only is an insulting attitude to loyal gamers, but also poor business sense. If it weren't for games like *Street Fighter Alpha (1* and *2)*, and *Darkstalkers*, I wouldn't have bought a PlayStation in the first place. I mean, I know 3-D is new, and everyone wants to try something different, but what about variety? Sony should want to have as many different types of games on PlayStation as possible, so they can have a wider range of buyers. It just makes sense! As a huge fan of hand-drawn graphics, I beg Sony: don't deprive your gamers of good games just because they're not filled with polygons: otherwise you may see a lot of gamers switching to Saturn.
Patrick Little
Elizabethton, TN

I recently heard that there was a chance that I wouldn't have been able to get my favorite game, *Worms,* for the PlayStation, but at the last minute somebody changed their mind and released it. Can you please tell me why this happens? Who gets to make these decisions? Does Sony consult with any gamers when it comes down to a decision like this? I feel I was just lucky this time, but I'm worried about not being able to get other games that I like. Can you help me with this?
Joshua Fossgreen
Alameda, CA

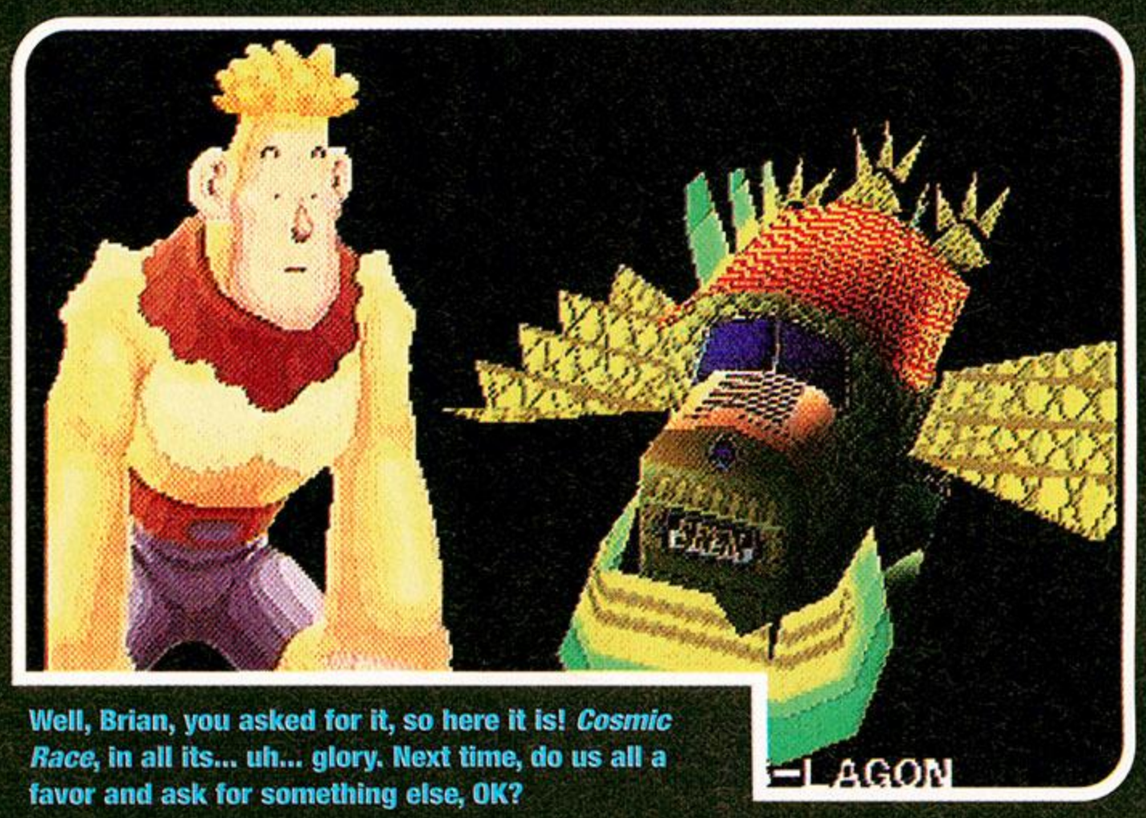
Sony's Response:

You ask the questions, the experts answer.

Sony Computer Entertainment America's goal is to do everything possible to ensure that PlayStation games are unique, entertaining, immersive, have high-quality sound and graphics — taking full advantage of the PlayStation game console's capabilities. In that vein, Sony Computer Entertainment America has a committee that helps determine which games will be published by third-party companies for the PlayStation. This process is as objective as possible and consists of eight to twelve individuals who review all proposals. The committee is made up of technical research and development staffers, account management and members of our test department, all of whom are inherent gamers.

With that, more than 150 top-line PlayStation titles will be available by this holiday season. This vast collection of software has a depth and breadth of line that offers something for everyone, from sports and action-adventure, to fighting and role playing games.

-- Jeffrey Fox,
Senior Director,
PR and Promotions,
Sony Computer Entertainment America



Well, Brian, you asked for it, so here it is! *Cosmic Race*, in all its... uh... glory. Next time, do us all a favor and ask for something else, OK?

Poster child

The thing you guys need to make your mag closer to 'ultra' is a centerfold. No, not of a nude woman (but that wouldn't be so bad), but a poster. I've always wanted a cool game poster, but just can't find one. Just think about it.
Chris Bisoski
Brighton, MI

<<<ROGER>>> *Since I'm in a highly competive battle royale with Mike Salmon for the official* ***ULTRA GP*** *Sexist Pig title, I guess I should be the one to answer this. (In fact, I've even got a poster of Sarah Bryant from* VF2 *on the wall above my desk. Ohhh, sweet polygons!) At the moment, there are no plans for an* ***ULTRA GP*** *centerfold, but I'm always bugging the guys about doing a 'Babes of Videogames' feature, so who knows? Now, if you'll excuse me, I have to go home and cook my wife's dinner...*

It stinks

I have been a loyal follower for over a year now. I like reading all of the game reviews because of the excellent commentary and brutal honesty. For a while I had been wondering what the lowest rated game was. My question was answered when I received issue number 88. Is *Cosmic Race* really that bad? Does my 1% low fat milk really have more substance? I must know! P.S. What other games should I steer clear of?
Brian Grady
Schenectady, NY

<<<ROGER>>> *Let's put it this way, Brian, I'd get a sex change operation and dress up like Pamela Anderson before I'd play* Cosmic Race *again. The next closest honoree in the Total Crap Hall of Fame has got to be* Time Killers *for Sega Genesis, but at least that game made no pretense of being the 'next-generation' of videogaming.*



Here's another one of Brian's favorites: *Time Killers*. Thanks a lot, Brian!

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.



1-2 Patrick was worried that 2D games like *Street Fighter Alpha* and *Darkstalker 2* might not make it over to the PlayStation.



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The Jaded Gamer



Malicious ramblings from the man who's played it all

They've done it! Someone has finally made a game that captures the true beauty of the wide open seas. I'm talking, of course, about *WaveRace 64* and, if you haven't heard about it, you're either deaf or you're missing a couple of ears. In either case, turn to page 183, where I've gone ahead and done this whole column in International Sign language. Anyway, like I was saying, *WaveRace* is the first game to capture the fluidity, the grace, the sheer power of the pounding waves.

And that got me thinking... Why stop at just making a game where you race a piddling, little jet ski across the bounding main? A subject as vast as the ocean deserves a game of glorious grandeur, with epic themes, noble goals and lofty desires.

And then it hit me! How about *Captain Caligula's Slave Galley Fun Race?* Now here's a game that combines the button-mashing prowess of *Olympic Games*, the strategy of *Final Fantasy*, and all the bone-crushing action of *Twisted Metal!*

Imagine it! You start out as Rower 23 (outside) and the Emperor himself is yelling commands. 'Ramming thpeed!', he lisps, and you start furiously mashing the A and B buttons. Get your timing just right, and you'll be promoted to that dirty, smelly guy who pounds on the drums. Blow it, and the next thing you know, you're shishkebob on the front of a Thracian battle cruiser.

You could make the whole game even more realistic by hooking up your Interactor to your console, so when the overseer cracks you on the back with the cat-o'-nine-tails, you'd get the same stinging sensation! Talk about your thrills!

And for those gamers who like just a little bit of fantasy mixed in with their ocean-hopping happiness, you could choose the 'Charleton Heston' option from the menu screen. Imagine the thrill and chills you'd get by reliving Chuck's role in 'Ben Hur'! Why, you'd not only get to yell 'Damn you!' every couple of minutes (each curse counts for five bonus points), but, with the additional scenery disk, after winning the game, you could get to the bonus chariot race level and finish up by touring some of ancient Rome's finest leper colonies! Joy!

Of course, the goal of the game is to finally command your very own slave galley, complete with all the stinking, hapless slaves and Praetorian guardsmen an Emperor could desire. Imagine the thrill of peering down into the filthy, lice-ridden hold and giving that immortal order: 'Water skiing speed!'

(I apologize to those readers who turned to page 183, looking for Sign language. As you know by now, there is no page 183, but that's OK. I don't know International Sign language, either.)

The Jaded Gamer believes that there are many useful, creative and fun things that can be done with water. He's done most of these himself, but don't ask him to drink any. After all, fish poop in it, right?



There aren't any games better than *Mario 64*, at least according to Chris Slate, President of the 'I Love Mario' Fan Club, so relax, Joseph!

What happened?

Recently getting my new Saturn brought some questions to mind. Here are some:

1. In the past (I could be mistaken) I've read about Sega silently saying that the Saturn would take 32X games. The owners manual says it won't. What happened?

2. When will the 'Net Link' come to Canada?

3. All I know about bits is the pattern: 8, 16, 32, 64, 128, 256...TELL ME MORE!!

4. In the Sega Saturn system, there's a huge space for a tiny lithium battery (and "master reset" switch). I see receivers. Looks like it could hold something the size of a memory card. Is it for the net link?

Kevin McCormack
Calgary, AB, Canada

<<<PATRICK>>> **1.** *Unfortunately, if you're looking for a way to play 32X games on your Saturn — you're about to be disappointed. Then again, I don't know why you'd want it to play any 32X games.*

2. *The Net Link will be out in North America by Christmas. Yes, even up in Canada.*

3. *The 'bits' of a system simply implies the number of bits of information a system can process at any given time. Don"t worry about it — just look at the games.*

4. The lithium battery is simply to hold your system information and saved games. The Net Link goes in the cartridge slot on top of the machine.

The price is right

First I'd like say you guys are the ultimate mag. Wel, I'm tired of people complaining about N64's game prices. Come on guys, the Super NES games were up to $75, and I didn't hear anyone complaining. I totally agree with your *Mario 64* rating. But what happens if a Nintendo 64 game is better than *Mario 64?* And people talking about the games not being there for the N64; it's a brand new system. How many games did the Super NES have?

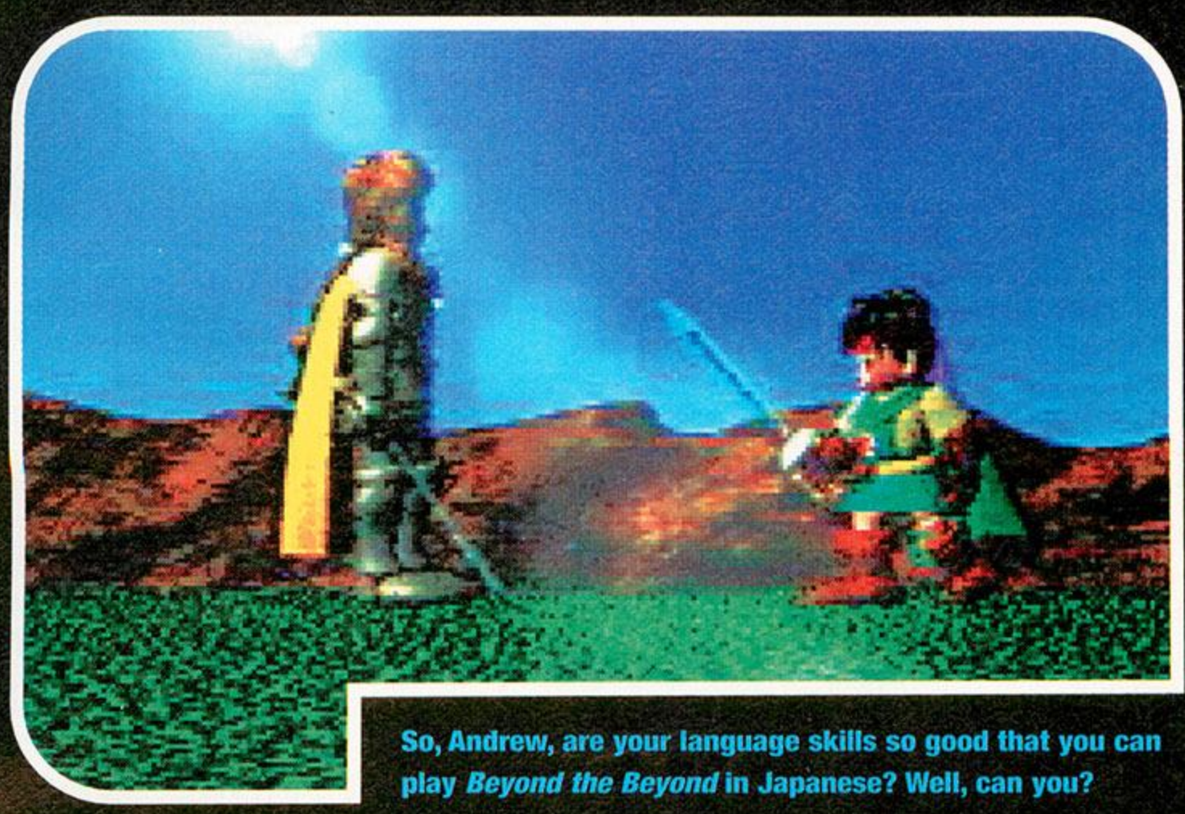
Joseph Stutts
Kenly, NC

<<<MIKE>>> *At some point in time, there might (might) be a game better than* Mario *and, if that happens, I guess we'll just go to eleven. After all, 11 is one better than ten. As for the prices of carts, it's true that Super NES carts were costing $75, but who told you that*





1 Sure, a jet ski is OK, but wouldn't you be happier rowing a galley? 2 Nice trick, but not half as cool as ramming a burning Thracian battle cruiser!



So, Andrew, are your language skills so good that you can play *Beyond the Beyond* in Japanese? Well, can you?

no one was complaining? If the game is $20 better than anything on the PlayStation or Saturn, then no problem, but how many N64 games are going to be the quality of Mario*?*

What's the delay?

I recently bought a Sega Saturn after being fed up with the PlayStations' recent lack of good titles and them delaying games over and over. Many of my friends feel this way too. Please could you explain why they are doing this. Example: *Beyond the Beyond.*
Andrew FitzGerald
Hagerstown, MD

<<<PATRICK>>> *Sony is very careful about release schedules, but I don't think there is one specific answer as to why. Beyond the Beyond, for example was delayed because of translation problems. Other games have been delayed because of competing products coming out at the same time, waiting for the all-important Christmas season or development delays. It is your right as a consume, to show your unhappiness with this kind of performance by purchasing a competitor's product, but remember to buy the system that will eventually give you what you want.*

Who needs friends?

You guys claim to get games free. I just happen to be in the market for a free game: *Time Killers*. Listen to my reasoning. I'm recently married and my wife hates it when all my friends come over. I figured that if I could put *Time Killers* in the console and turn it on, all my friends would leave and the wife and I could share a little quality family time. I know my plan will work, so would you please send me the game? I know you don't really have any other use for the thing, so please send it to me and save my marriage!
Mike Wolf
Montague, MI

<<<BILL>>> *Well, Mike, what can I say. Oh, sure, I know you want me to say that* Time Killers *is in the mail, but real life doesn't work like that. While it is true that we get a lot of games free, that doesn't necessarily mean that we're willing to part with them for free. See what I'm driving at, Mike? In fact, unless we get another letter from you with some of that long green in it, we're gonna give your name and address to Brian Grady of Schenectady, NY! He actually likes this game and will come over every night to play it!*

Fan Site of the month

Dave's Sega Saturn Site
http://bird.sega-saturn.com

There are tons of fan sites on the web dealing with videogames, but only few of them actually ever meet the standards of being Ultra GamePlayers' Site of the Month. Dave's Saturn Site is one of the few that go above and beyond the call of duty. First of all, he's gone out of his way to get his own domain name (www.sega-saturn.com). Second, he imports all the latest Japanese magazines and games, so he can get screenshots and reviews up for his readers. Finally, he updates his site no less than three times a day. Talk about dedication!

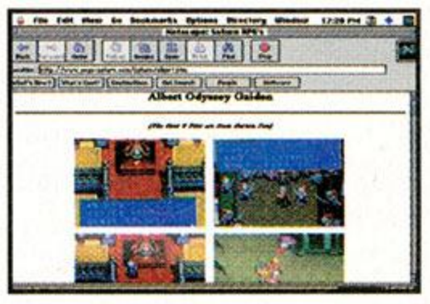
Dave provides news, features, reviews, previews, release dates and more. Dave even offers frames and no-frames versions of his site for people with older web browsers. But Dave doesn't stop there. When he's not working his three jobs or working on his homepage, he can be found chatting on IRC (Internet Relay Chat) with all of his other readers. Dave is truly an 'otaku' and his site definitely deserves a bookmark on every videogame enthusiast's web browser.



The latest tricks and cheats for Saturn are abundant here.



Working Designs has earned its own section here.



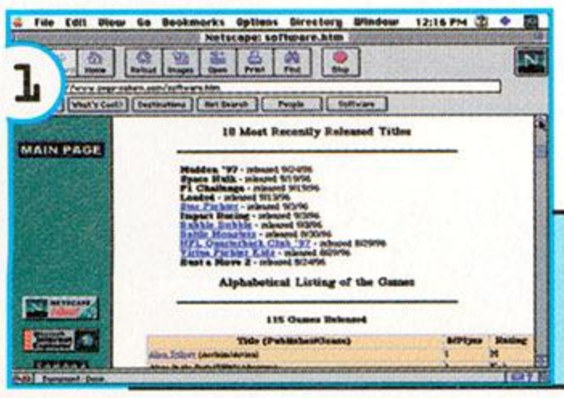
News of the latest import and domestic RPGs can be found in Dave's RPG section.



Dave's site is one of the best laidout sites *ULTRA GP* has ever seen.



Pictures are usually incorporated into Dave's Sega news.





1 All new and upcoming titles can be found on the release list. 2 Dave not only covers the Saturn, but all Sega related news, like *VF3*.

SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL and let us check it out for ourselves. if we feel that its creator has gone above and beyond the call of duty, we'll feature the page in a future issue!

PLAYSTATION

Title:	New/Used
Playstation Core	$210/150
Playstation w/Toshinden	$240/Call
Analog Joystick	$64/Call
Game Gun	Call
Game Pad 8 By STD	$23/Call
Game Shark	$59/Call
Link Cable	$25/Call
Mad Catz Arcade Steering Wheel	$62/Call
Memory Card	$28/Call
Memory Card Plus	$45/Call
PSX Controller	$26/Call
RFU Unit By Sony	$34/Call
Travel Master Hard Case	$35/-
Travel Master Soft Case	$30/-
2-Xtreme	$51/40
AD&D Iron & Blood	$52/42
Alien Striker	$52/40
Alien Trilogy	$51/41
Allied General	$52/40
Alone In The Dark	$52/35
Alphastorm	$51/40
Andretti Racing	$51/40
Area 51	$52/40
Ballblazer Champions	Call
Battle Arena Toshinden 2	$48/38
Battlesport	$45/35
Beyond The Beyond	$51/40
Big Bass World Championship	$53/40
Black Dawn	$52/42
Blades Of Rage	Call
Blast Chamber	$50/35
Blazing Dragons	$52/42
Burning Road	$48/35
Cheesy	$48/35
Chronicles Of The Sword	$51/41
City Of Lost Children	$51/40
Crash Bandicoot	$51/40
Deadly Skies	$52/40
Death Crusader	Call
Death Race	Call
Demon Driver	$48/35
Deception	$54/40
Destruction Derby 2	$51/40
Die Hard Trilogy	$51/40
Disruptor	$52/40
Dragonheart	$45/35
Dream 18 Golf	$48/35
Dreamteam Basketball	$52/42
Family Feud	$47/37
Formula 1	$51/41
GT Sports Football	$51/40
GT Sports Basketball	$51/40
Golf: The Final Round	$45/35
Grand Slam '97	$52/40
Grand Theft Auto	$51/40
High Velocity	$52/40
Hive 2	$47/37
Impact Racing	$45/41
Jajamaru	$51/40
John Madden '97	$54/40
Jumping Flash 2	$51/40
K-1 Super Kick Boxer	$52/40
King Of Fighters '95	$51/40
King's Field 2	$51/40
Legacy Of Kain	$52/42
MLB Pennant Race	$51/40
MVP College Football '96	$52/40
Machine Head	$51/40
Mass Destruction	$51/40
Monster Truck Rally	$51/40
Mortal Kombat Trilogy	$52/41
Motor Toon Grand Prix	$51/40
Myst	$51/41
NBA Live '97	Call
NCAA Football Gamebreaker	$51/40
NFL Full Contact Football	$45/35
NFL Gameday '97	$51/40
NFL Quarterback Club '97	$52/41
NHL '97	$51/40
NHL Face Off '97	$51/40
NHL Powerplay '96	$52/40
Near Death	$52/40
Need For Speed	$53/43
Offensive	Call
PGA Tour '97	$50/40
Peak Performance	$52/40
Project: Overkill	$45/35
Qad	$48/35
Razorwing	$51/40
Resident Evil	$52/42
Revelations	$52/40
Ridge Racer Revolution	$47/37
Road Warrior	$47/37
S.T.O.R.M.	$51/40
Samurai Showdown	$51/40
Space Hulk Vengeance	$52/42
Speed King: Road Rage	$45/35
Spider	$51/40
Star Trek Generations	$52/40
Star Wars: Dark Forces	Call
Star Wars: Rebel Assault 2	Call

PLAYSTATION

Title:	New/Used
Steel Harbinger	$48/38
Street Fighter Alpha 2	$52/42
Supersonic Racers	$45/35
Syndicate Wars	$53/43
Tecmo Superbowl	$54/40
Tekken 2	$47/37
Thunder Truck Rally	$51/40
Top Gun:Fire At Will	$52/40
Triple Play '97	$53/40
Twisted Metal 2	$51/40
VR Golf	$52/40
VR Pro Pinball	$52/40
Virtuoso	$48/38
Williams Arcade's	$47/37
Wipeout XL	$51/40
World Circuit Racing	$46/35
X-Com	$35/25
X-Men: C.O.T.A.	$52/40

SNES

Title:	New/Used
SNES Core Unit	$99/60
SNES System W/Ken Griffey Jr	$130/Call
Act-Raiser 2	$26/14
Addams Family	$35/23
Adventures Of Batman & Robin	$34/32
Art Of Fighting	$-/10
Batman Returns	$30/18
Breath Of Fire 2	$56/36
Brutal: Paws Of Fury	$56/14
Bubsy 2	$-/42
Bulls Vs Blazers	$45/7
Chrono Trigger	$68/52
College Slam	$62/42
Demon's Crest	$25/15
Donkey Kong Country	$62/28
Donkey Kong Country 2	$61/48
Donkey Kong Country 3	$62/50
Doom	$66/38
Earthworm Jim	$58/40
FIFA Soccer '97 Gold Edition	$56/45
Fatal Fury 2	$30/14
Frankenstein	$52/14
Gearheads	$48/35
Gradius 3	$24/7
Illusion Of Gaia	$39/20
Incantation	$51/38
Indiana Jones: Greatest Adventures	$54/24
John Madden NFL '93	$36/7
John Madden NFL '94	$39/11
John Madden NFL '97	$56/45
Judge Dredd	$59/18
Jurassic Park	$35/19
Jurassic Park 2	$56/32
Justice League	$62/24
Ken Griffey Jr Baseball	$47/28
28344 Ken Griffey Jr: Winning Run	$61/34
Killer Instinct	$66/35
King Arthur's World	$24/17
Kirby Superstar	$62/50
Legend	$-/12
Legend Of Zelda: Link To The Past	$42/17
Lobo	$56/38
Lufia 2	$65/55
Mario Paint W/Mouse	$54/24
Marvel Super Heroes	$53/34
Math Blaster	$46/19
Maximum Carnage	$61/14
Micro Machines	$56/24
Mortal Kombat	$34/11
Mortal Kombat 2	$37/16
Mortal Kombat 3	$66/35
Mr. Do!	$45/36
NBA Hangtime	$66/50
NBA Jam	$34/15
NBA Jam T.E.	$57/28
NBA Live'95	$31/19
NBA Live '96	$56/42
NBA Live '97	$56/45
NCAA Basketball	$19/10
NHL '97	$58/48
NHL Stanley Cup	$29/10
NHLPA Hockey '93	$33/7
PGA European Tour	$61/48
Populous	$-/6
Power Rangers Zeo	$57/45
Primal Rage	$62/28
Prince Of Persia 2	$52/30
Rise Of The Phoenix	$-/42
Robotrek	$31/25
Samurai Showdown	$52/23
Secret Of Evermore	$60/45
Sim City	$35/25
Sim City 2000	$58/45
Star Fox	$29/12
Stargate	$62/24

SNES

Title:	New/Used
Street Fighter Alpha 2	$62/50
Super Bases Loaded	$50/9
Super Battle tank	$29/10
Super Mario All Stars	$35/18
Super Mario RPG	$66/52
Super Mario World	$24/6
Super Metroid	$24/13
Super RBI Baseball	$54/28
Super Star Wars	$35/14
Super Street Fighter 2 Turbo	$32/12
Ultimate Mortal Kombat 3	$66/55
Urban Strike	$58/28
Warlock	$51/18
Waterworld	$56/39
Whizz	$51/34
Zoop	$45/28

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3DO

Title:	New/Used
3DO Digital Video Module W/Total Recall	$170/Call
3DO Goldstar W/Shockwave & FIFA	$199/Call
3DO Panasonic w/Gex	$185/Call
Controller - Goldstar	$32/Call
Controller - Panasonic	$38/Call
Game Guru	$35/Call
Alone In The Dark 2	$47/15
Battlesport	$53/14
Burning Soldier	$51/7
Cannon Fodder	$35/14
Casper	$48/19
Corpse Killer	$49/12
Crash 'n Burn	$35/7
D	$58/28
Doom	$54/22
FIFA Soccer	$52/4
Flying Nightmares	$53/12
Guardian War	$51/12
Hell: Cyberpunk Thriller	$45/12
Immercenary	$52/9
Killing Time	$51/28
Kingdom...Far Reaches	$46/12
Lucienne's Quest	$43/20
Need For Speed	$48/24
PO'ed	$53/14
Pebble Beach Golf Links	$51/4
Primal Rage	$49/22
Quarantine	$37/10
Real Pinball	$51/9
Rebel Assault	$48/11
Road Rash	$58/24
Shanghai Triple Threat	$48/5
Shockwave	$58/4
Slam 'n Jam '95	$49/18
Space Hulk: Vengeance	$48/19
Starblade	$48/9
Theme Park	$52/15
Twisted	$53/5
Wing Commander 3	$52/18

SATURN

Title:	New/Used
Saturn Core Unit	$210/140
Saturn W/Virtua Fighter	$230/Call
Saturn w/Sega Rally	$240/Call
3D Control Pad	$30/Call
Arcade Racer	$65/Call
Back Up Ram Cartridge	$46/Call
Game Shark	$59/Call
Memory Card Plus	$40/Call
Mission Stick	$65/Call
RF Unit	$29/Call
Saturn Controller	$35/Call
Travel Master Hard Case	$35/Call
3D Baseball '95	$52/40
AD&D Iron & Blood	$52/40
Aerial Striker	$52/40
Alien Trilogy	$52/38
Area 51	$52/40
Armed	$51/40
Battle Arena Toshinden	$52/35
Black Dawn	$52/36
Blast Chamber	$50/35
Blazing Heroes (Mystaria)	$59/45
Braindead 13	$51/24
Burn: Cycle	$48/35
Casper	$47/24
Command & Conquer	$52/36
Crime Patrol	$45/35
Cybersled	$52/38
Dark Sun	$52/28
Darknet	$51/40
Dawn Of Darkness	$48/38
Demon Driver	$48/38
Die Hard Trilogy	$51/40
Dragon's Lair 2	$51/34
Dragonheart	$45/35
Dreamteam Basketball	$52/40
F-1 Challenge	$48/38
Fighting Vipers	$47/35
Fox Hunt	$53/28
Grand Slam '97	$52/40
Grand Theft Auto	$51/40
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GENESIS

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World Series Baseball '95	$65/32
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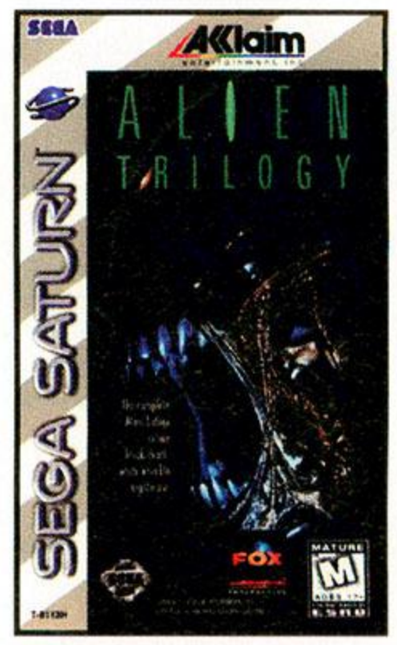


NINTENDO 64

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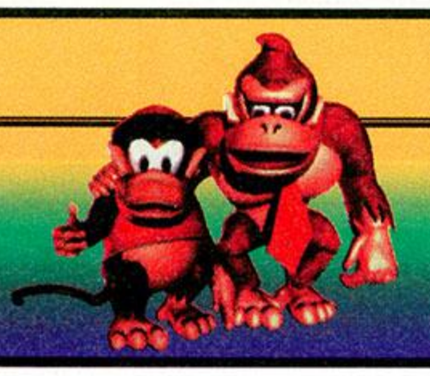


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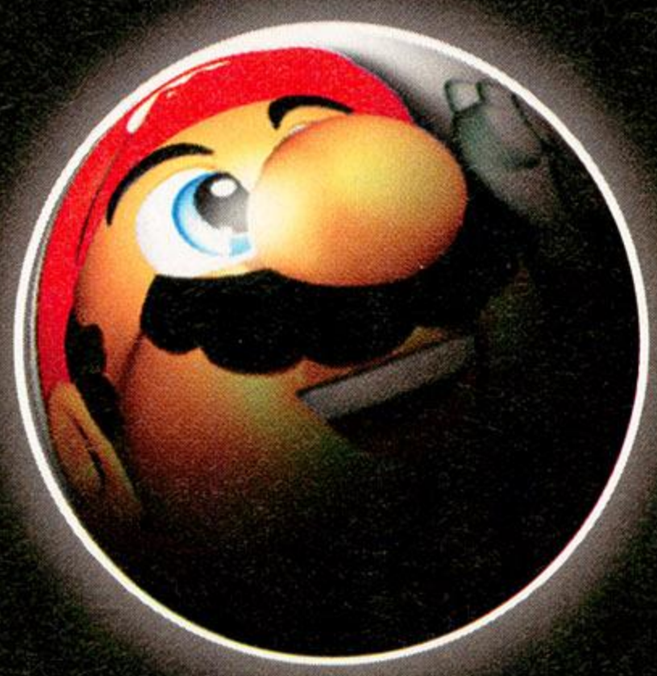
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HOLIDAY EXTRAVAGANZA





AWARDS '96

PREVIEW '97

System comparison

We pick the best and the worst, no-holds-barred

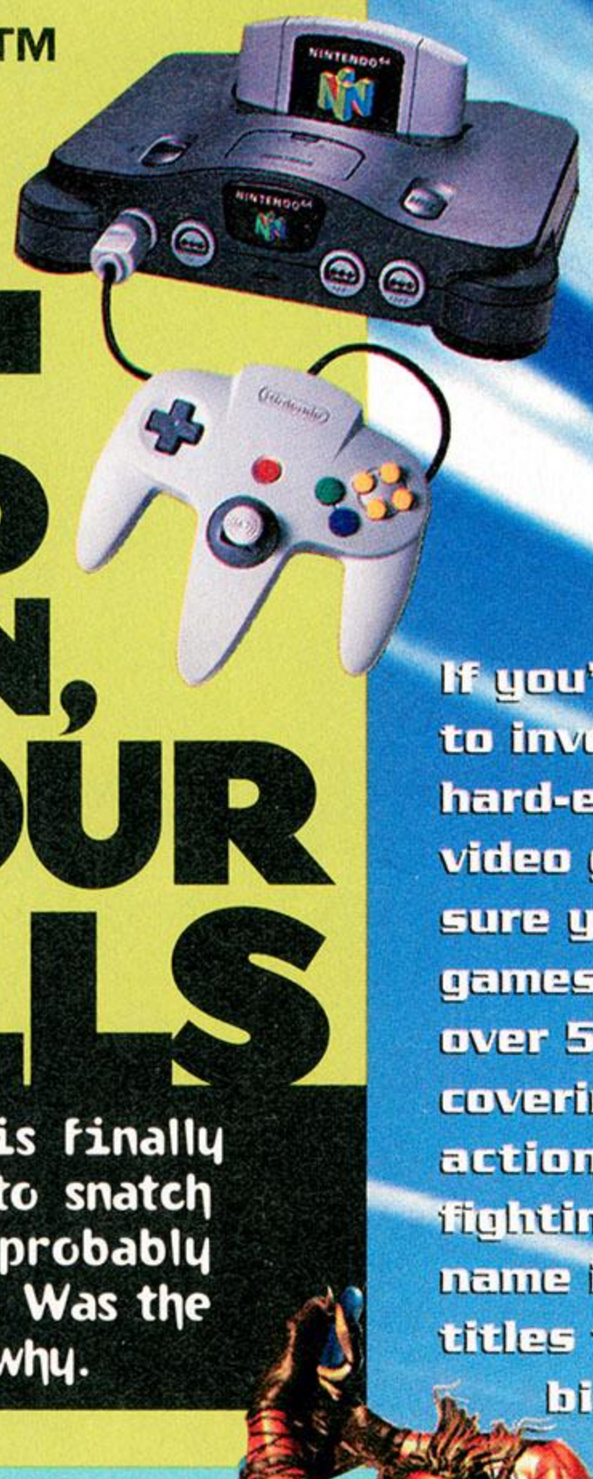
Buyer's Guide

Cool stuff to get for the holidays

Issue 92 on sale December 3

N64™

LADIES AND GENTLEMEN, START YOUR EYEBALLS



The waiting is over. Nintendo 64® is finally here, on the shelf, waiting for you to snatch it up. But what's the big deal, you're probably asking yourself. It took long enough. Was the wait worth it? You bet, and here's why.

The Nintendo 64 controller is the most revolutionary video game interaction device ever. It all starts with the analog Control Stick. Unlike the traditional all-or-nothing digital Control Pad (it's got one of those too), the analog Control Stick is sensitive to even the slightest movement. Move it a little to make Mario tiptoe. Crank on it and watch him take off in a full-tilt sprint. Best of all, the Control Stick gives you 360 degrees of control. The three grips on the controller let you hold the controller three different ways, depending on what works best for the game you are playing. For saving your records and high scores, the controller has a handy slot for your personal Memory Pak. Now when you go to your friend's house for some multi-player action, you can bring all your personal data with you, snug inside your favorite color controller (it comes in six stylin' colors).





finally you have control!









SO MANY



If you're going to invest your hard-earned (or mooched) cash in a video game system, you want to be sure you can play plenty of great games on it. Not an issue. There are over 50 titles in development for N64 covering all gaming categories, from action to role-playing, sports, fighting, simulation, puzzles, you name it. Furthermore, these are not titles that will wind up in the bargain bin after a month, because Nintendo and the exclusive N64 Dream Team developers are dedicated to producing cutting-edge software that takes full advantage of the Nintendo 64's incredible technology. A few of the first wave of titles include Super Mario 64™, PilotWings 64™, Wave Race 64™, Killer Instinct® Gold,

what's up our sleeve.

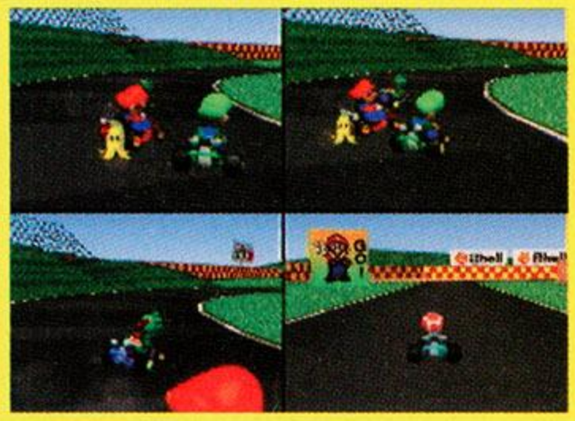


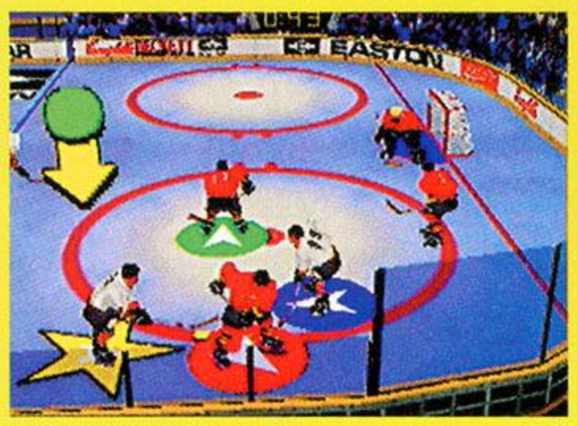
It gets better. Most new gaming technology looks cool when it first comes out, but by the time you get it home, something bigger and badder is on the way. Fortunately, the Nintendo 64 was designed with maximum capability for future upgrades in mind. Four controller ports mean four-player gaming from the get-go. Expansion ports allow for more system RAM and new peripherals (can you say readable-writable storage media?). The bottom line: The Nintendo 64 is currently the most advanced video game system ever, and it is the only system that is designed to change with technology.

GAMES... SO FEW THUMBS.









Super Mario Kart R™, Wayne Gretzky's 3-D Hockey™, and *Star Wars: Shadows of the Empire™*. Most importantly, these and the many other titles on the way all must meet Nintendo's high standards of fun and quality before they hit the shelf. What more do you need to know about the Nintendo 64 software library beyond that?

NINTENDO 64 SPORTS™

¿hablas N64?

Anti-aliasing Makes great transparency effects. For example, objects seen through water look different than objects seen through air. **CPU** Central processing unit. 64 bits means fast and powerful. **Reality Co-processor** The heart and soul of the N64. A 64-bit custom chip from Silicon Graphics that performs all graphics and audio processing. **Trilinear MIP-map interpolation** Subtly blends colors and patterns of texture maps to make objects more realistic even as they move closer to you. **Microcode** Custom CPU control instructions optimized for audio, lighting, graphic details and other ultrarealistic effects. **Texture mapping** Puts a bitmapped picture or texture onto a surface. In other words, a brick wall looks like a brick wall, not like a blank one. **Wavetable synthesis** Dynamic high-fidelity sounds. Found in pricey multimedia PCs. **Z-Buffer** Keeps stuff in the right place even if you're moving quickly. Objects maintain their true spatial relationships.



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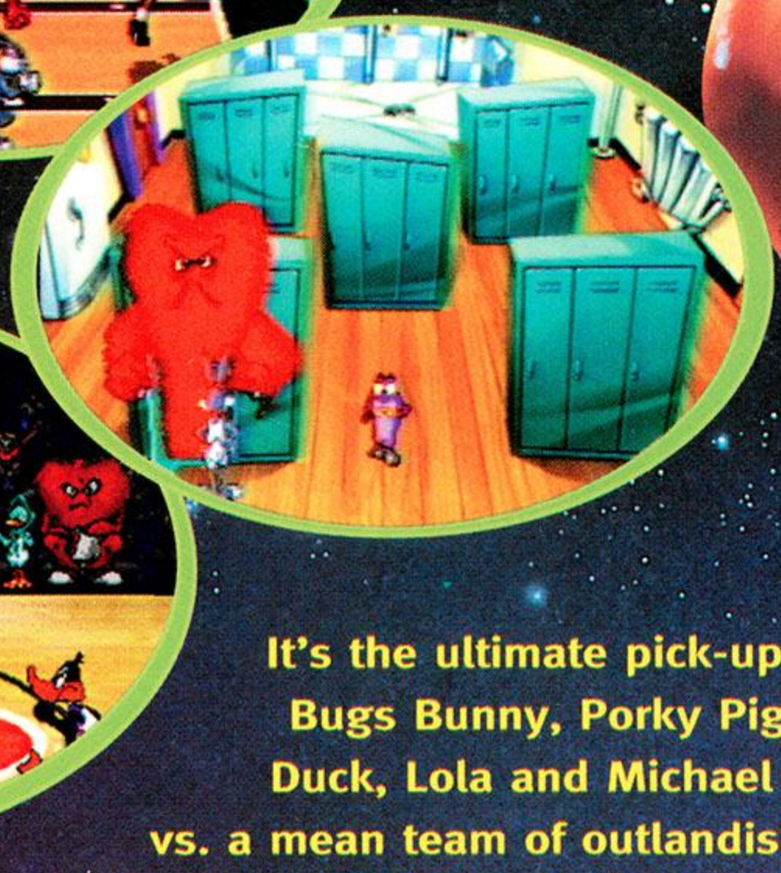
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Warner Bros.

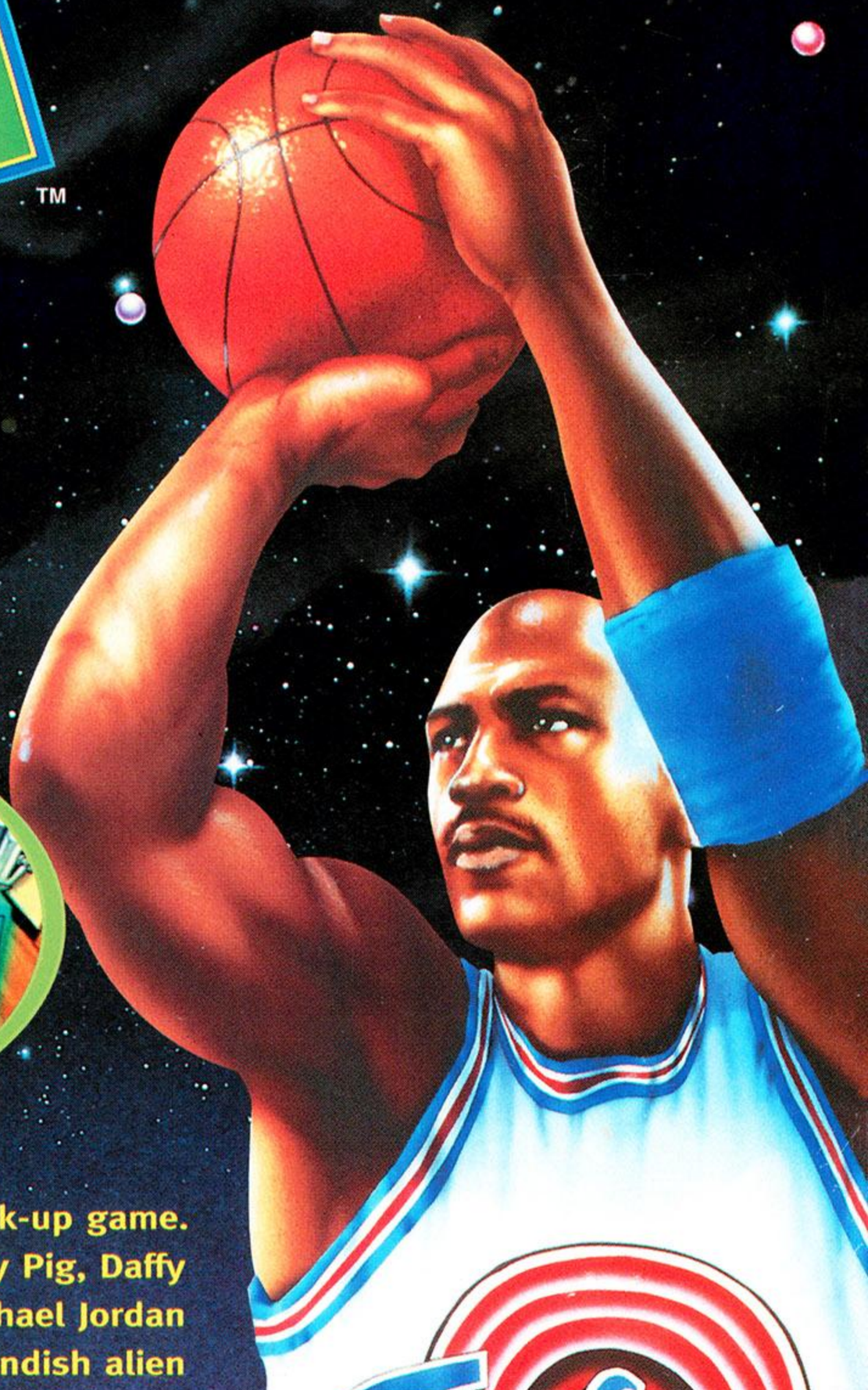
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